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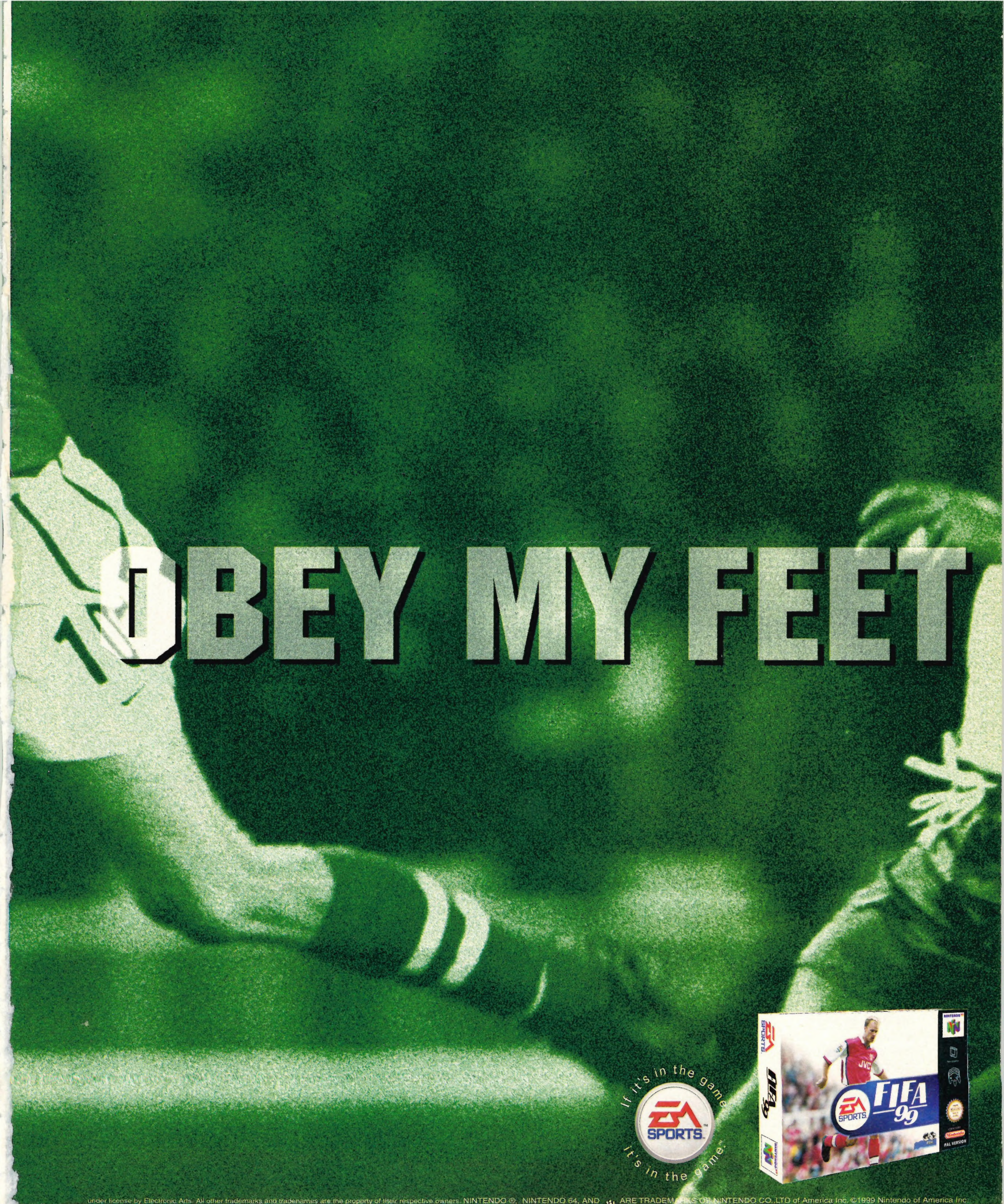

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TOTAL N64

FEATURING GAME BOY COLOR

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6 DONKEY KONG

Donkey Kong and his entire extended family are on the way to town. We're here to greet them in style!.

BOYZONE 107

Not only are we the best N64 mag in the cosmos, but nestled snugly at the back of this mag is Boyzone. Each month, Boyzone will be devoted to Nintendo's beautiful Game Boy Color, with all the best reviews and tips!

SOUTH PARK 50

INSIGHT

Insight brings YOU the latest about the world of Nintendo. This month, Zelda 2, the new Star Wars game and news on Donkey Kong 64...

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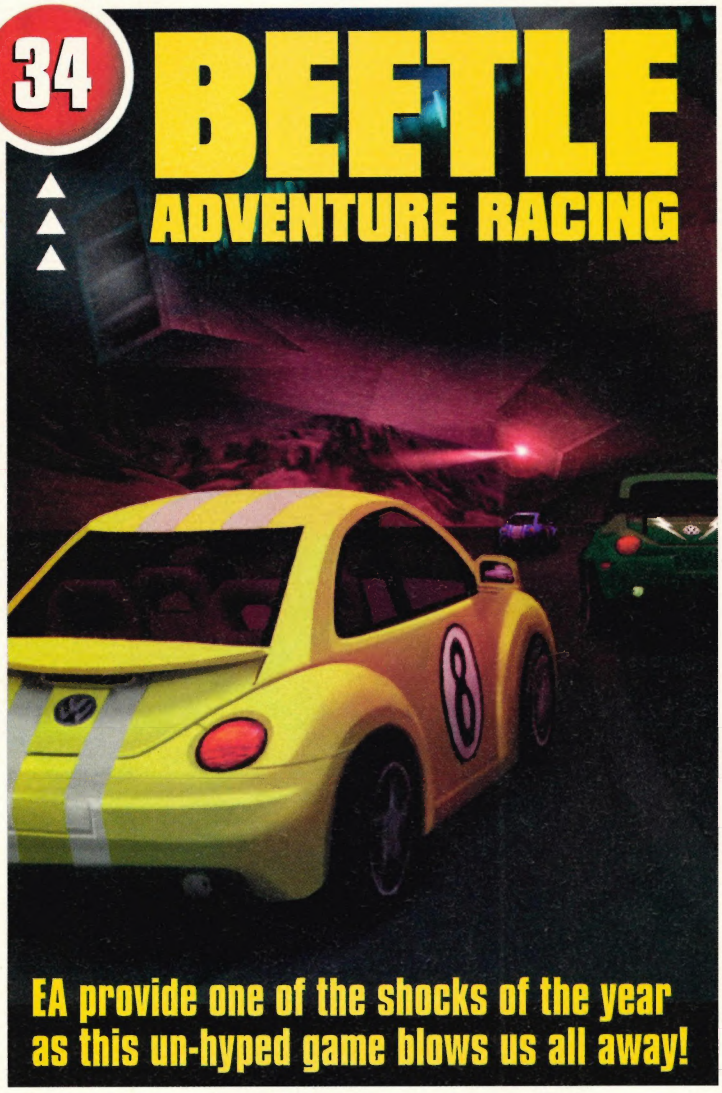

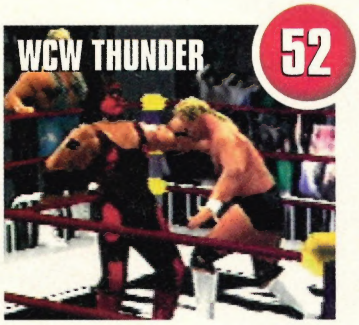

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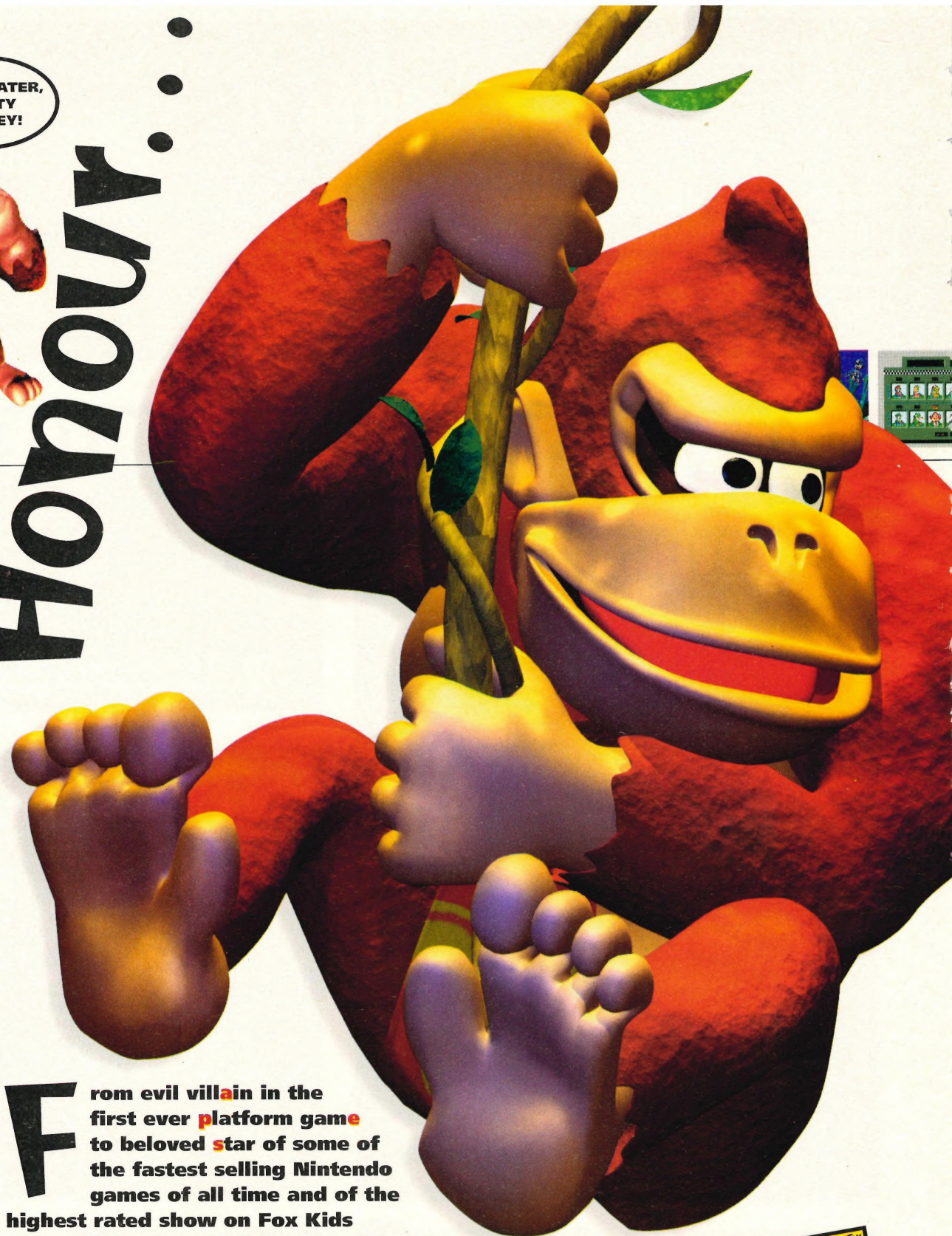
Kongressional Honour...



From evil villain in the first ever platform game to beloved star of some of the fastest selling Nintendo games of all time and of the highest rated show on Fox Kids Network, Donkey Kong has travelled a very long way. Last month, internet servers almost exploded under the pressure of people desperately trying to see the one screenshot of tentatively-titled Donkey Kong 64 released to date by Rare. As a tribute to the most wondrous gaming event of 1999, TOTAL N64 looks at the past, present and possible future of The Ape, The Myth, The Legend...

KONG KREDITS

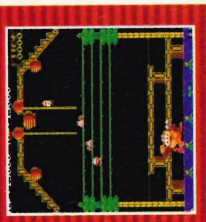
Donkey Kong (either one or the other) has appeared in many games over the years, either as a villain, or a hero, or just in a cameo role. Here are all the games that the big ape has been cast in:

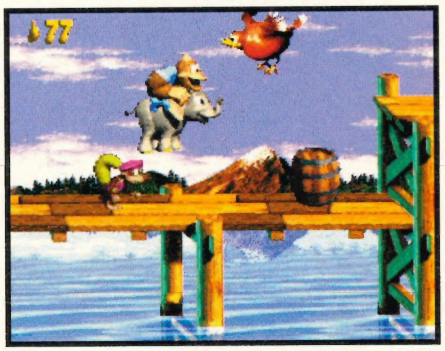
ARCADE

DONKEY KONG
Donkey Kong was the villain. Avoid his attacks and make your way to the top of each level to rescue the lady!

DONKEY KONG JR
As DK Jr (who looked like the current Kiddy Kong) you had to rescue pops from Mario, who was out for revenge.

DONKEY KONG 3
Exterminate the hornet problem and send the troublesome ape on his way again.

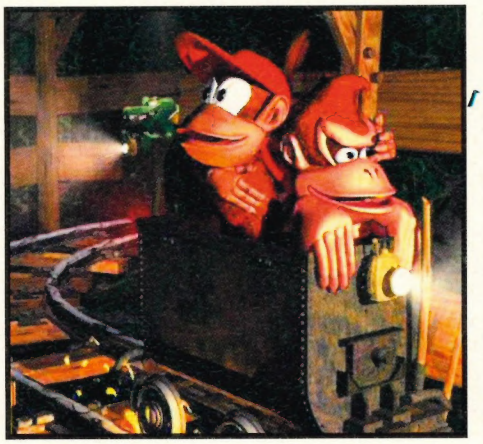




FROM LEFT TO RIGHT: Donkey Kong teaches Link a lesson in the brilliant Smash Brothers; the SNES' third installment of Rare's Donkey Kong Country series - Dixie Kong's Double Trouble was arguably the greatest 16-bit game ever created; this was Donkey Kong's first ever appearance, trying desperately to prevent Mario from reaching the summit!

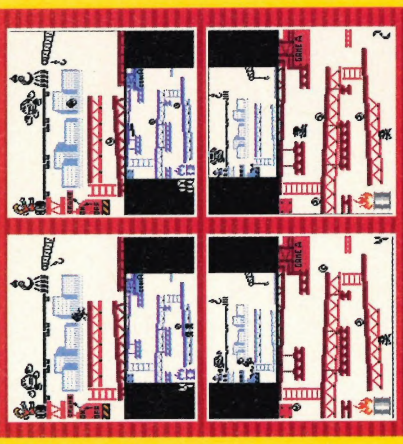
As legend goes, Donkey Kong started life as a similarly built, but slightly less hairy cartoon villain called Bluto. Hiroshi Yamauchi commissioned a young designer called Shigeru Miyamoto to work on a Popeye game, but towards the end of the design the deal fell through and Olive, Popeye and Bluto had to be replaced with new characters. The distressed damsel would one day become Princess Toadstool/Daisy and the hero be rechristened Jumpman – and we know what his name eventually became! With destructive giants of the silver screen such as Godzilla and King Kong being something of a cultural phenomenon in Japan, Miyamoto hit upon the idea of creating his own giant ape – which he named, somewhat daringly, Monkey Kong.

Donkey Kong was the first game that featured a jump button - the first platformer!



GAME & WATCH

DONKEY KONG
Avoid the barrels, hit the switch and remove the supports that are holding Donkey up.

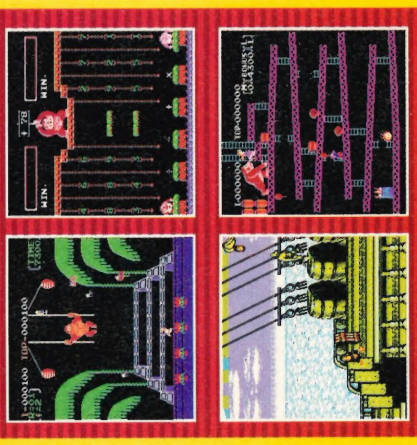


DONKEY KONG JR
Avoid crocodiles, make your way to the top and judge the jump to the vine to grab the key.

DONKEY KONG 3
The idea was to reach the top while avoiding electrical impulses sent along telegraph poles.

NES

The NES featured arcade-perfect versions of all the old Donkey Kong games, as well as *Super Donkey Kong*, from Rare and the exciting *Donkey Kong Jr's Math*, which may be one of the earliest ever 'edutainment' titles.

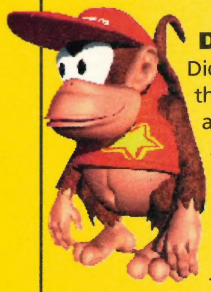


KONG KONG WHO-EY?

Since Rare adopted Donkey Kong, many weird and wonderful characters have been added to the Kong family and also to his list of friends and enemies. Here we take a look at those who may very well be involved with the first ever 64-bit adventure in Donkey Kong Country...

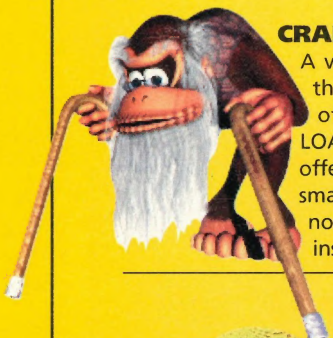
KIDDY KONG

A three year old Kong baby (whose offspring is not clear – but this is Nintendo land, apes don't do that sort of thing) who has grown to be surprisingly large in a short space of time, Kiddy utilises his baby blubber for squashing Kremlings.



DIDDY KONG

Diddy Kong is the monkey we all want to spank thanks to his overly-large eyes and generally cute appearance. He debuted in SNES title *Donkey Kong Country*, putting in a strong performance as Donkey Kong's tag-team partner. More recently of course, he starred in his very own game, *Diddy Kong Racing*, which is still one of the very best games on the N64.



CRANKY KONG

A videogame veteran who believes that we were better off in the days of laborious data transfer and LOAD "", Cranky is always there to offer advice when you are stuck (for a small fee of course), although you do not have to pay for his cantankerous insults... they're free!

DIXIE KONG

Dixie teamed up with Diddy to save Donkey (Aaargh! This is driving me mad!) on the SNES, using her spinny-hair abilities to great effect in the battle against King K-Rool. Her helicopter-like abilities would be well-received by all in the new game!

DONKEY KONG

Ever wondered where Donkey Kong Junior went? All of a sudden, he vanished from the scene and some snotty-nosed brat called Diddy Kong was the sidekick everyone loved to hate. Fear not though, as DK Jr never went anywhere, in fact you're looking at him right now! The DK Jr we once knew has grown into the DK we all know in 1999. If that's the case though, where did the original Donkey Kong go? It seems that he is now known as Cranky Kong, although he actually appeared in Smash Brothers as Donkey, seemingly in the picture of youth. Confused? Yup!

WRINKLY KONG

Never ones to pidgeonhole old people, Rare made Mrs Wrinkly Kong a big fan of knitting and feeding birds... oh. Somehow she has managed to stay married to Cranky Kong throughout his more senile years – no-one quite knows how.

CANDY KONG

Candy is Donkey Kong's fiancé. Apparently she loves cooking.

FUNKY KONG

Funky Kong thinks he's cool but he's no match for Swanky. A sandal-wearing surf-dude hippy, he's happy to spend his time tinkering about with boats.

SWANKY KONG

Swanky Kong – easily the coolest of all the Kongs – used to host game shows, but now spends his time working in a side-show tent. He never likes to let anyone walk away from his games empty handed.

BLUSTER KONG

Bluster Kong is Candy Kong's boss in the barrel factory. He wants Candy to marry him instead of Donkey Kong, but she thinks he has an attitude problem.

GAME BOY

The last ever appearance of Cranky Kong as Donkey Kong occurred on the Game Boy, in *Donkey Kong 4*. The Game Boy was also home to Rare's *Donkey Kong Land*, *DKL II* and *DKL III*. Now you can even get hold of the original Game & Watch classic *Donkey Kong* for Game Boy as part of the new Game & Watch Gallery carts.

VIRTUAL BOY

In 1995, Donkey participated in one of the launch games for the doomed Virtual Boy, *Mario Tennis*. The game was actually OK, but it would have ranked more highly in my mind if it had not caused migraine problems.

SNES

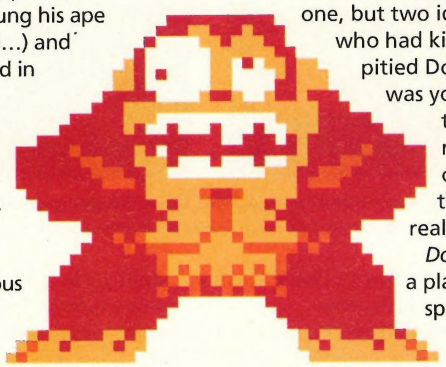
SUPER MARIO KART

This was Donkey Kong's first appearance on the SNES, putting him behind the wheel of a go-kart for what was one of the greatest games of all time. Donkey Kong was the 'expert' character that you needed to master last. His slow acceleration and stubborn handling was more than made up for by his stunning top speed.

The arcade version of Donkey Kong sold 65 000 units and made all it's characters into stars!

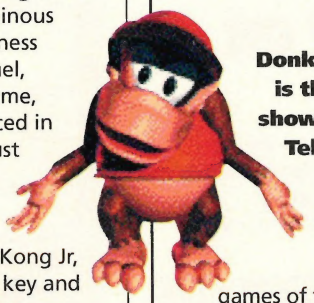
Along the way 'Monkey' accidentally became 'Donkey' (rumours that Miyamoto preferred 'Donkey' after seeing how well hung his ape was still have not been confirmed...) and the seeds of stardom were planted in fertile soil.

The arcade *Donkey Kong* was the first game that ever had a jump button, and it was therefore the first platform game. Set over a number of different levels, the objective was to avoid barrels, flames and other dangerous objects to reach the hussy at the top. There were over 65,000 arcade units sold, and the game made all three of its characters into stars. It remains one of the most important landmarks in gaming history.



Whereas Donkey Kong was originally cast as a villainous primate, more strangeness abounded for the sequel, *Donkey Kong Jr.* This time, roles were reversed and Mario was placed in the shoes of the baddie – and not just one, but two identical Marios – who had kidnapped the now pitied Donkey Kong. It was your role, as Donkey Kong Jr, to retrieve the cage key and rescue pops, avoiding crocodiles etc. on the way, thereby proving that morality really is a relative concept.

Donkey Kong 3 was a strange one, a platformy-shoot 'em-up that did a space invaders type thing. Kong seemed to be back to his wicked ways, stirring up trouble in the local hornet community. As an exterminator, you had to not only calm the insect situation down but also to teach Kong the error of his ways.



THE BROTHERS BEAR

The Brothers Bear are a family of bears that help you on your way in *Donkey Kong Country 3*. Rumours that they are related to Banjo are unsubstantiated.

The Brothers Bear are Bazaar, Barnacle, Brash, Blunder, Brigadier Bazooka, Blue, Blizzard, Bramble, Benny, Bjorn, Barter, Baffle and Boomer.

KING K-ROOL

This vile dictator wants to take over Kongo Bongo for his own evil purposes with his army of Kremlings. He rules with an iron fist and has many good plans, but unfortunately they never work out quite the way he hopes.

GENERAL KLUMP

General Klump is K-Rool's second-in-command, and he is also clumsy and stoopid. Despite often giving the order for attack, he is rather cowardly.

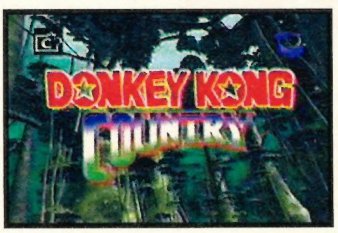
KRUSHA

Krusha is very strong but ultimately slow-witted. He does what he is told by his superiors and while his strength is at times dangerous he is easily outwitted by those clever chimps.

DKTV

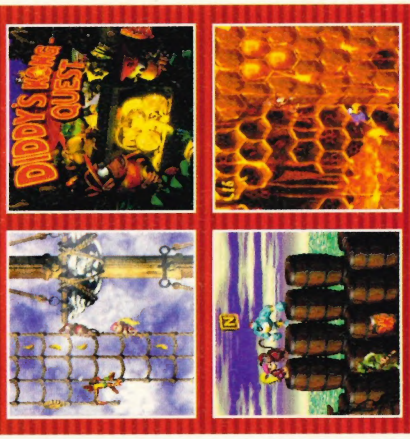
Donkey Kong Country is the most watched show on the Fox Kids Television Network which you can see here if you have cable.

Based on the SNES games of the same name, it is a computer-generated cartoon that follows the adventures of Donkey, Dixie, Diddy and Kiddy, with regular appearances from the rest of the Kong family. As Donkey is heir-apparent to Donkey Kong Country, he must protect it from the evil King K-Rool who wants to take over the land for his own evil purposes. Much mayhem generally follows, and it has to be said that compared to a lot of Kids TV these days, it is actually quite good. Check it out for yourselves!



DONKEY KONG COUNTRY
Rare's first stab at a Donkey Kong game hit the mark perfectly. At the time no-one had ever seen anything like it before.

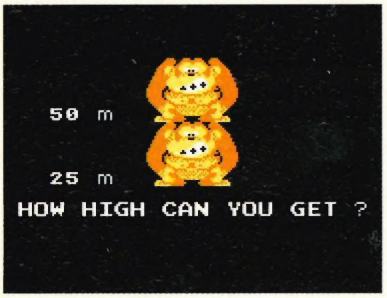
DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
The sequel swiftly followed, to an even more rapturous reception, as Diddy and girl chum Dixie struggled to rescue Donkey.

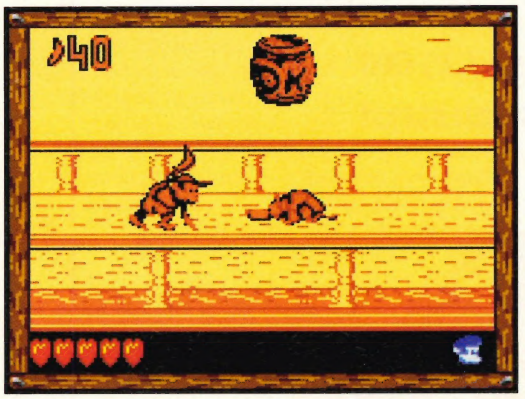


N64 MARIO KART 64
In a 64bit update of the SNES classic, Donkey Kong played a similar role to that in the SNES classic – arguably the greatest multiplayer game ever!

IS THE MONKEY ON DRUGS?

Donkey Kong posed this question in the original arcade classic. I'm not saying anything, you can draw your own conclusions...





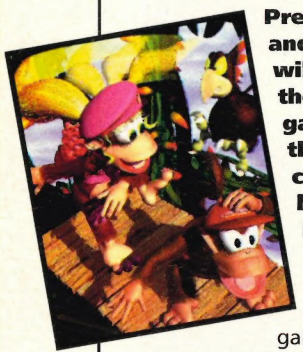
LEFT TO RIGHT: Rare manged to recreate the magic of their SNES games wonderfully on the Gameboy; Dixie's hair proved to be a sore thumb for the Kremlings on more than a few occasions!

All of these games were converted to the NES and, in simplified hand-held monochrome versions, for the Game & Watch systems. Donkey Kong's next new game was *Donkey Kong 4*, which was also the original Donkey Kong's last ever appearance in that role. We now know him as Cranky Kong, while Donkey Kong Jr now fills the big guy's shoes – or he would if he wore any.

After some cameo appearances, for example in the classic SNES game *Super Mario Kart*, the Donkey Kong franchise was lent to Rare, who were working with powerful Silicon Graphics technology to create brilliant games while Nintendo were busy sorting out their 64bit future. In 1994, an amazing new game was shown to a select few journalists at a trade show. Thinking it was playing on a new machine, they were stunned to hear that *Donkey Kong Country* was running on a SNES – the ACM (Advanced Computer Modelling) rendered graphics used were more impressive than many of the early (and even some current!) PlayStation titles! Luckily the game also had playability that matched the giddy heights of the Miyamoto

Donkey Kong Country's graphics were more impressive than some of the first generation Playstation games!

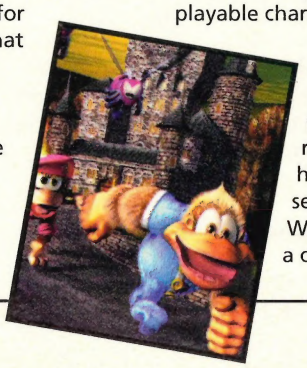
WHAT OF THE NEW DK GAME?

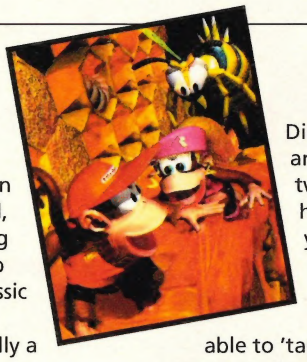


Predicting what surprises and wonderment Rare will pull out of its hat for the next Donkey Kong game would be harder than predicting what colour Dennis Rodman's hair will be next week. However, since we've been playing Rare's games for over ten years (OK, that includes Ultimate games) and since we're pretty knowledgeable on gaming stuff here at TN64, we can at least make some predictions... can't we? Please! Tough, we're going to anyway.

Right, lets start at the beginning: in essence, the new game will be a platform game... not just any platform game, but one that will far surpass *Banjo-Kazooie* and even *Mario 64* itself. A tall order indeed, but Rare wouldn't bother releasing a platformer that fails to match up to the four-year old Miyamoto classic – there'd be no point.

Whether Donkey Kong is actually a playable character or not is another matter – after all he was not in *Donkey Kong Country 2* or *3* (unless he was being rescued). We predict that he will be playable, as will several other characters. We reckon that you'll have a choice between Donkey,



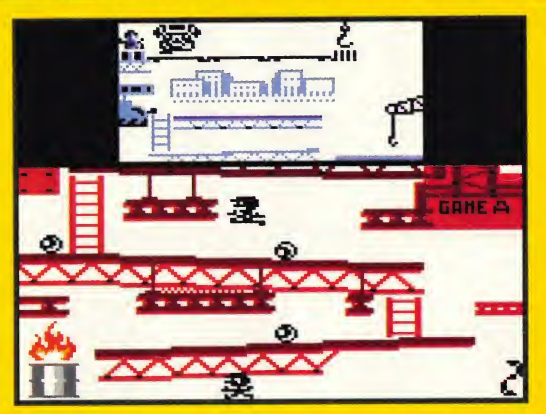


Diddy, Dixie, Kiddy and Funky, and that you'll have to choose two at any one time. They'll all have very different abilities and you'll need to make the right choices if you are to get past certain sections or find certain secrets in the game. You'll be able to 'tag team' – that is swap between your two characters with a slap of the hands, and there will also be a wide range of double-team moves available – these will be widely different depending on who you have chosen. Donkey for example, may be able to pick up Kiddy and throw the blubbery ape through an obstacle or group of enemies, or maybe Dixie will use her helicopter hair to take Funky sky-surfing. If one of your apes is hit, they will leg it (a trait we commonly

DIDDY KONG RACING
The star of this game was (obviously) Diddy in a racing adventure that far surpasses *Super Mario Kart* in single-player mode, although not in multiplayer.

MARIO PARTY
There's loads more to this game than we previously thought. Donkey makes an appearance in one of the best N64 games to date!

SMASH BROTHERS
Features appearances by Donkey Kong Jr as Donkey Kong and also a cameo by the original, huge Donkey Kong as a bad guy. Donkey kicks some serious butt in this brilliant beat 'em-up!



LEFT TO RIGHT: Diddy introduced new lady friend Dixie to the world in the brilliantly named Diddy's Kong Quest; you can now play Game & Watch classics on your Gameboy - Donkey Kong's one of them!

masterpiece *Super Mario World*, and this helped to shift very large aircraft-hangers full of carts in a short space of time. The sequels, *Diddy's Kong Quest* and *Dixie Kong's Double Trouble*, each better than the previous instalment, took the SNES to new heights and considerably lengthened its lifespan in a world that was becoming increasingly excited about the new 32bit PlayStation. Rare also kept up the tradition of the Kongs heading each new generation of platform game heroes, with titles such as *Donkey Kong Land* for the Game Boy

When the N64 appeared, rumours immediately began circulating that Rare were working on a Donkey Kong game, although initially they were based more upon wishful thinking than concrete fact. Eventually they admitted it. 'There will be a new Donkey Kong game' they said 'but we're not telling you anything about it' ...and they still haven't! Kong himself, of course, has made appearances in *Mario Kart 64*, *Smash Brothers* and *Mario Party*, and Rare have released a very small screenshot of the new game, but aside from pencilling in a release for the end of 1999, no-one who is not involved with Rare or Nintendo knows anything about it. We would sneak into Rare HQ and steal a look, but since we'd pay for it with our lives it's not really worth it. Hmm... or is it?

HERE IT IS AGAIN!

Just in case you missed it before, here is the screenshot we've all been talking about. It doesn't let on much does it? All we can see is a mine cart and Diddy Kong!

associate with Lee) until you find the right power-up to coax them back.

There will be different subgames depending on your character. For example, Funky will have a surfing game where you need to collect bananas – you'll also be judged with style points of course!

There will be tons of animals in the game, for you to ride or hitch a lift with, from old favourites like Rambi the Rhino to some new faces we haven't seen before.

Beautiful underwater sections will separate some of the levels, as will some flying levels. The game will also be choc-a-bloc with hidden secrets and bonus areas which you'll need to find and complete before you can claim to have seen everything in the game.

Finally, it will do for the N64 what it previously did for the SNES. It will take the graphical capabilities of the machine further than anyone had thought possible, and it will look even better than the first generation of Dreamcast games.

One more thing... it will be very good.

That's our predictions for you, but we want to know what you think. Write to us with your ideas for the new Donkey Kong game, and we'll not only print the strangest, funniest and best ideas, but we'll also put all of the letters we receive in a big box and post it off to Rare – you never know, if anyone has a really good idea, the game is still in an early enough stage for it to be implemented!

The address to write to is:
No More Monkey Business,
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Rapide Publishing,
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INSIGHT

EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

EDITORIAL

You'd have to be myopic not to have noticed that the mag formerly known as TOTAL 64 (TMFKAT64 as it shall never be referred to) is no more. It is now a non-mag, it has ceased to be... However, whilst the fetters of the old mag's design have been broken the core has remained. TOTAL N64 is still very much the same mag, written by dedicated, hard-core gaming nuts who are still very much committed to bringing you the first, the best and the most exciting news, reviews and guides on all the N64 games that you want to know about. Non Braille users will also have noticed the addition of a Color Game Boy magazine – Boyzone. We've been aching to do it and this month we have an extra 16 pages to play with so we've put together a magazine dedicated to Nintendo's newest and most exciting little handheld. There's so many new and improved aspects in the mag that it's hard to know where to begin. Personally, I am rather taken by the new-style reviews, but then again the Insight section (covering all the latest news, previews and updates on all the games you are dying to know about) is also rather sexy. However, it's your mag so go, read it and let us know which bit of it is best.
Is that enough Coxy? (Phew)That's it I'm off to bed!

Take it easy on the stairs...

Simon (Can't remember what his house looks like) Phillips.

Editor

NEWS

RETURN TO ZELDA

EXCLUSIVE!

There was never any doubt really, and although history teachers the country over will become enraged when they read this but, it was inevitable that Link would return to the N64. With 6 million (and rising) gamers sifting their way through Hyrule and a few clever souls having completed it already, Nintendo would have to be seriously foolish not to capitalise further on the amazing success of Zelda.

So it comes as no surprise to learn that Nintendo are going to release an add-on version of Zelda.

Originally Zelda was to have been launched as the first (of many titles) for the 64DD. Obviously the storage capacity for the DD was far in excess of Cartridge based software and as a consequence there were many more dungeons and levels designed for the 64DD version, more than could readily be fitted onto the massive 256 megabit cartridge that we all know and love. So, here's the conundrum -Nintendo not only have several unseen and unused dungeons and they also have millions of people the world over begging for more. The answer; short of releasing an unwanted peripheral such as the 64DD? Simple, remember the end sequence of Banjo-Kazooie? Those hidden levels that required the sequel to access them, well we reckon that the mystery device that allows Banjo-Kazooie to 'couple' with its sequel could well be some sort of much cheaper peripheral similar in design to a NTSC to PAL games convertor although there has been no word from Nintendo to confirm this and the great Miyamoto himself seems to be still suggesting that the 64DD will be released with the extra Zelda levels on disc (yeah right).

As for a release date for 'Ura-Zelda' (as it is known) that's anyone's guess, but we would be very surprised if there isn't yet another Christmas rush...

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LEGO RACERS 24

NEWS

THERE IS ANOTHER...

On the first day of the Nuremberg Toy Fair in Germany, Nintendo announced the follow-up to *Rogue Squadron*, which is at the time of writing sitting pretty atop the all-format games charts. The game is tentatively titled *Episode One Racer* and it is scheduled for release coinciding with the new film, "The Phantom Menace". One of two games based around the new movie, it is a racing game based around the "Pod Racer" scene from the film. The game will be developed by LucasArts and will appear exclusively on the N64. Expect an announcement on the other *Phantom Menace* game (we're putting our money on a person-based shoot 'em-up) in the next few months.

INSIGHT

EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

NEWS

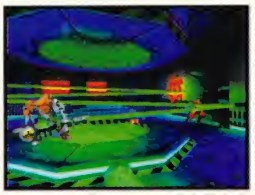
RETURN OF THE CRÊPED CRUSADER

French publishers Ubi Soft have announced a deal with Warner Brothers that will see them bring Batman himself to the N64. Joining Titus' *Superman* title and Activision's *Spider Man* and *X-Men* projects, Ubi Soft hope that the game's powerful "open-space" 3D engine will take it above the competitors and provide major American recognition for the company.

NEWS

ATARI DECLARE WAR ON THE N64!

War: *Final Assault* is blitzing its way onto the Nintendo 64 later in the year courtesy of Atari Games. It has been described in some corners of the press as "*Quake 2* on steroids". A super fast first-person shoot 'em-up with the emphasis on multiplayer gaming, War: Final Assault has had some stunning reports from journalists who have seen an early version. Midway, publishing the game, are promising a load of features and new levels which are exclusive to the N64 version.



NEWS

MONKEY SADNESS ?

Due to financial restraints at Rapide Publishing, the company has decided that it can no-longer afford to employ cartoon characters. Lips, Shadow, Baddass and Coxy are currently auditioning for the new Don Bluth film which may or may not be called "Three Men and a Mincer", and the T64 has been returned to his factory settings, those of an etiquette droid. While the others have at least made something out of the situation however, we are shocked at how far and how fast the Cheaty Monkey has fallen from grace. He has not taken his fall from mega-stardom to "bum" at all well...

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INSIGHT

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NEWS

PSYGNOSIS BANNED FROM N64 "DABBLING"

Acclaimed yet troubled developers Psygnosis have had to make more cutbacks recently, closing their Manchester and San Francisco studios. Sony, who own the Liverpool based company, has stepped in with its chequebook to smooth matters over, but they have also decreed that there is to be no more dabbling on rival formats such as the N64 or PC. Not only has this thrown the future of the N64 version of *O.D.T.* into doubt (Oh no, we're really upset...), it also means that we'll probably never see N64 conversions of brilliant PlayStation titles such as *Rollcage* and the recently announced *Wipeout 3*.

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INSIGHT

EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

NEWS

HEN'S TEETH...

What's happening at Rare? Nobody knows but there is much speculation regarding their key games for '99. It looks like *Jet Force Gemini* is now going to be released sometime in June which leaves precious few months to get the likes of *Perfect Dark, Conker's Quest, Banjo-Tooie* and *Donkey Kong 64* out on the shelves this year. There are also other titles in development which could well turn out to be that 3D Beat-'em up that we have all been aching for *Killer Instinct II* and a car racing game (of some description). Unfortunately, Rare have entered the 'Secret Olympics' this year, with the intention of attaining a gold medal- which is TN64's way of saying that they're telling nobody nothing.

THROUGH THE JAP'S EYE • *THE MOST-PAINFUL SOUNDING JAPANESE AFFAIRS SECTION IN THE WORLD*

Reports from Japan indicate that Quest's promising-looking strategy/RPG *Ogre Battle 3* will arrive on a massive 320 Mbit cartridge, which would make it 25% bigger than even *Zelda*! Japanese stores are receiving healthy numbers of pre-orders and it looks like the game may even sell as well as *Zelda* to the RPG-bonkers Japanese. Nintendo has also announced that the game will be released in America, so it looks likely that it will receive a European release date before long. Hurrah!

Details of the PlayStation 2 have been announced at the Tokyo Games Show, and the technical specs are impressive to say the least – it's far more powerful than the Dreamcast. Nintendo are reportedly not too worried as their new machine, probably scheduled for launch in late 2000 in Japan, should be even more powerful than this!

Sales of N64 software in Japan over the Christmas period were nearly ten times higher than normal, not far behind the PlayStation and thoroughly trouncing the combined sales for Sega's Saturn and Dreamcast. This is not only because of *Zelda*'s stunning Japanese sales (over 300 000 in the first two days!), but also due to *Pikachu Genki Dechu*, a new *Pokémon* game than comes bundled with a microphone that allows you to talk to your creation. This racked up sales of 204 807 copies from December 8-15, compared with 80 558 for the Miyamoto masterpiece.

Finally, check out this Japanese advert for *Zelda*. Bonkers it may be, but at least it's not sexist!

NEWS

TN64 SHORT-CHANGED!

Any of you ever seen the consumer affairs show "Short Change" on BBC? Thought it was standing up for your rights? Well, Total N64 can exclusively reveal that it is nothing but one-sided propogandist drivel. On March 4th, the show aired a segment saying that Nintendo's official helplines and guides were undermanned and over-expensive. What followed was lots of advertising from Nintendo for their lines and official guides, and no conflicting views at all. If this seems a trifle vitriolic, there is a reason - the BBC invited Jon up to London and filmed him standing up for your rights, and then completely cut him out of the finished programme. It all seems a bit dodgy to us - did THE Games slip the BBC a back-hander to cover up any view other than Nintendo's? We'll never know...but the conclusion was along the lines of "keep using the helplines...they'll get better". Glad you cleared that one up for us, BBC!

NEWS

TOO MUCH JAM!

Expect more high-jinx antics from Acclaim yet again who are delving once more into the high exciting world of Basketball by releasing NBA jam 2000. Never a title that leaned toward emulating the real sport Acclaim are working at creating an incredibly fast-paced and above all fun game.

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INSIGHT

EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

FIRST LOOK

MONSTER MASH! RAMPAGE UNIVERSAL TOUR

NEW PICS!

1st LOOK

Rampage World Tour may not have blown the world away last year (hmm... maybe something to do with the fact that it was basically identical to the Spectrum version?), but nonetheless Midway are confident that there is room on the market for a three way orgy of destruction and it has to be admitted that things are looking a lot better this time around. With three new monsters to control and a whole host of interplanetary cities to raze to the ground, we may all be *Rampaging* our way through the rest of 1999.

NEWS

PC, OR NOT PC?

Following the surprise release of a PlayStation emulator for the Mac or PC, the emulation world proved that playing C64 Track & Field on your PC is a thing of the past, by releasing an N64 emulator – the UltraHLE – which runs games like Mario 64 and Goldeneye almost perfectly, and with the added bonus of running in a much higher resolution (up to 1024 x 768). The problem with the emulator is that unlike the PSX version, which runs normal games and therefore arguably boosts sales, you need either ROMS from the internet or discs from back-up machines – both of which are highly illegal. Nintendo acted swiftly, and the developers, Emulators Unlimited were forced to remove the product within 24 hours. However, since Nintendo did not follow this up, it is still continuing development!

64 BITS

RUMBLE IN THE JUNGLE!

Titus is clambering aboard the careering *Turok* stage-coach later in 1999 with a first-person shooter called *Jungle Bots*, which apparently plays and looks very similar to the world-wide smash hit for Acclaim. The plot surrounds an explorer who finds himself trapped in the wilderness with no option but to fight his way through an army of mechanised creatures. More soon...

RAYMAN TV

Ubisoft have started up the huge hype machine for Rayman's upcoming N64 adventure by developing a rendered cartoon series (in the style of "Donkey Kong Country" on Fox Kids) due to hit our screens sometime soon. From the preview clip they sent us, it actually looks like it could be really cool, and it'll certainly increase awareness of the invisible limbed hero prior to his next videogame outing.

Armorines...? You tell me!

As well as working on a sequel to *Forsaken*, Probe are currently adapting the *Turok 2* engine for a game called *Armorines*, based on another Acclaim comics publication, *Armorines*. Based around super-powerful GI Joes with powerful exoskeletons, nothing is yet known about the game, which is apparently still in the pen and paper stages.

UPDATE

BEAVER LA REVOLUTION!

CARMAGEDDON 64

Pedestrians beware! Even if you know the Green Cross Code like the back of your hand, you're still in danger of becoming something akin to a pizza lying across the middle of the road... *Carmageddon 64* is fast approaching!

What with all the hoo-ha surrounding this game's problems with the BBFC having been well documented in the specialist press, those whose job it is to "protect us" have once again ensured that this is one of the most desired games in production. Well done boys...

The levels, with such names as Beaver Patrol, Eye Of The Beaver, Beaver Airport and Beaver Woods (hmm...do you think the boys at SCI like beaver, mayhap?), involve different objectives such as avoiding the filth, killing zombies and taking out satellite dishes. Or if you want, you could just go off-road, knocking down buildings and running over pedestrians (err... green blooded zombie pedestrians in this case). So far it looks like the game is not causing any problems at Club Mario, so everything should be fine with the censors leading up to the game's May release.

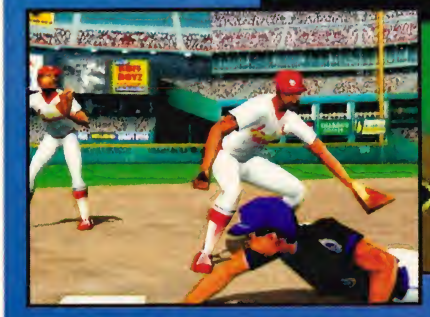
INSIGHT

EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

PREVIEW | PUBLISHER: ACCLAIM | DEVELOPER: IGUANA

SON OF A PITCH!

ALL-STAR BASEBALL 2000



PLAYED IT!

RELEASE APRIL 1999 DATE

Baseball may be the only sport in the world where grown men (with "wood") prance about a field in striped pyjamas, but nonetheless the Americans and Japanese go absolutely bonkers for it. Last year's *All-Star Baseball '99* may not have been the biggest hit on this side of the pond, but nevertheless it stood out as one of the greatest sports games ever – very realistic, very deep and most importantly, very playable.

Acclaim are set to continue on their path towards usurping EA as sporting games champs this spring with the release of *All-Star Baseball 2000*.

Supporting the expansion pak, this game looks absolutely wondrous due to a mixture of hi-res graphics and extensive animation routines, as well as every face – there are 700 in all – and stadium being completely true-to-life (down to the cut of the grass!) because of the official MLBPA licensing.

As the game utilises an advanced version of what was already a great game engine, it plays brilliantly, and with over a thousand play-by-play calls and realistic home and away crowd noise you really feel that you're part of the action.

Despite loads of new moves and features, the only thing that could stand in the way of this title's success is its similarity to the last incarnation. All will be revealed next month!

WEST SIDE STORY

THE FULL STORY FROM THE BIG COUNTRY

A survey from America has revealed that men who own N64s are far better at lady-pleasing bedroom gymnastics than their non-videogame playing mates. We of course knew this anyway, being the randy studmuffins that we undoubtedly are...

Silicon Graphics offshoot Art-X are currently working on parts for the tentatively-titled N2000 in Palo Alto, California. Nintendo has also revealed that a company called Retro Studios in Austin Texas, a company founded by the founders of Iguana - Jay Moon and Jeff Spangenberg, are working on the development tools for the new machine.

64 BITS

SMALL ARMS CHARGE?

3DO's big game of next year will be *Army Men: Sarge's Heroes*, the first N64 instalment of their *Army Men* franchise and a game that will be exclusive for the N64. This time around the emphasis will be more on action than strategy and the powerful 3D engine will be used effectively for the four-player deathmatch mode which 3DO are hoping will be one of the game's main selling points. The game is due to hit the shelves in November.

GAMEBOY GOES DOWN THE TUBE

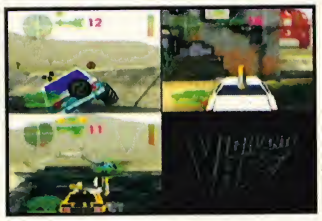
Nintendo has announced that it wants to fit Gameboy Colors to tube trains in London, to amuse patrons while providing some advertising for their products at the same time. London Transport is currently considering the offer...

PREVIEW | PUBLISHER: ACTIVISION | DEVELOPER: LUXOFLUX

PLAYED IT!

THE EIGHTH WONDER?

VIGILANTE 8



The school bus lies in ruins, black smoke billowing from the flaming upholstery. Shattered glass litters the road and the emergency exit is hanging from the back, limp as the comedown from viagra. You destroyed this vessel of education... and you loved it!

The PlayStation classic *Vigilante 8* is to be released on the N64 soon and it looks like it'll be here before *Carmageddon 64*. As one of a number of 70s throwbacks, it is your chosen task to track down and destroy a gang of marauding road warriors called The Coyotes by bolting a series of high powered weapons onto your vehicle and kicking some serious exhaust...

Weapons include heat-seeking missiles, mines and laser cannons, which you attach to the bodywork of your Cadillac, school bus or all terrain vehicle, and levels include the Hoover Dam, Las Veg...sorry, Casino City, and a ghost town complete with tumbleweed which gets stuck on your bumpers!

Perhaps the game's strongest selling points are the frantic multi-player modes, which can be played either co-operatively or in a massive each-for-his-own rumble. Buildings collapse, petrol stations explode and general carnage abounds!

Add expansion pak enhanced graphics to the mix and you have a gorgeous looking game that should do well in the spring. Played and rated next month!

RELEASE MARCH 1999 DATE

In a speech at the New York Toy Fair, Nintendo Of America's Vice President of Sales and Marketing, Peter Main, talked about the tentatively titled *Donkey Kong 64*, and how the company expects it to sell in *Zelda*-like quantities when it is released at Christmas 1999. He also commented that the game "pushes the hardware to levels not thought possible in this generation of hardware," which signals that DK64 could do things with the N64 that Nintendo themselves never thought possible, much like the original *Donkey Kong Country* did with the SNES. Expect to see code revealed at E3 in Los Angeles this May.

INSIGHT

EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

FIRST LOOK

A REVOLTING GAME?

1st LOOK

RE-VOLT

In the same mould as *LEGO Racers*, *Micro Machines* and Nintendo's upcoming *Mini Racers* is *Revolt*, which Acclaim are currently honing to perfection. Controlling a variety of radio-controlled cars and racing around custom-built tracks filled with cunning stunts (careful...) sounds like a hell of a laugh to us, and it looks like The Best Third Party Publishers On The N64™ are going to come up with the goods once again.

NEW PICS!

FIRST LOOK

PLEASE RELEASE ME...

1st LOOK

64 BITS

MIYAMOTO SPEAKS!

Shigeru Miyamoto has commented on the possibilities of the Japanese-only 64DD and Nintendo's plans for on-line gaming in the Japanese industry paper Nikkei Sangyou Shimbum. Citing the possibilities of interaction between cartridge and CD formats as the most exciting factor, he reiterated that CD formats alone do not necessarily make for better games. He also revealed that Nintendo is very interested in on-line gameplaying and said that development for a cheap system to do this is underway in Japan and America...

IS THAT A MONSTER IN YOUR POCKET AGAIN?...

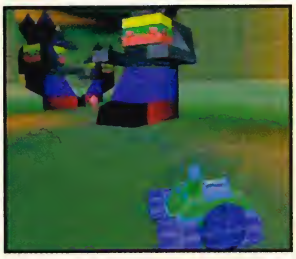
Nintendo are to begin showcasing the sequel to *Pokémon Stadium* during a one month tour of Japan called Pokémon Festival '99. *Pokémon Stadium 2* will be shown alongside *Pokémon Snap*, *Pokémon Pinball* and the *Pokémon* card game.

LEGO RACERS

Although it is not so much the case now, LEGO bricks were once considered rather cool. Many's the time as a small boy I'd build a spaceship or castle or whatever took my fancy at the time. However, LEGO is having something of a renaissance and a cursory look at their website (www.lego.com) will show you some of their rather fab new range of LEGO kits – not that this has any relevance whatsoever, but the new Star Wars kits look stunning and given that they are going to release a range based on the new Star Wars prequels, LEGO sets could become as popular as they ever were, if not more so.

With this bid for the hearts and minds of the young and old, LEGO is set to grace the N64 in the guise of a racing game.

So what can you expect? Well (surprise, surprise) we're dwelling in cutedom once more with twelve fantastic-looking environments to race in, all of which are based on different LEGO worlds. Unfortunately, the multi-player mode allows only two people to participate which seems a great pity in the light of the very stiff competition it is up against. However, when a game looks as good as *LEGO Racers*, two-player action might just be enough. As always, we'll have our ear to the ground to bring you updates on this exciting little racer as and when they occur.



UPDATE

SHINE ON! HARVEST MOON 64

NEW PICS!

N64 games are nothing if not original, and who would have thought that you might be rubbing your hands with glee at the prospect of playing a farming sim? What next, a jam making sim? Nevertheless, it is going to happen and if the N64 incarnation is anything like the Gameboy (and subsequent Color Gameboy) version then once more N64 owners will be treated to another esoteric yet strangely compelling game.

You see, in the Land of the Rising Sun most children live in highly industrialised areas with little or no notion of how a farm works, so titles such as *Harvest Moon* serve not only as a great gaming experience but also as a way of educating them in the ways of agrarian practice.

Obviously in the UK we are pretty much surrounded by green stuff and have only to watch the odd episode of Emmerdale (why did they remove the word 'Farm' from the title?) to know what real farming is all about. Nevertheless, given that games are all about gameplay and bearing in mind that other sim games that are released are usually snapped up by avid gamesplayers, *Harvest Moon* should be a worthy title to consider for purchasement.

INSIGHT

EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

UPDATE

GRAN TURISMO BEATER? WORLD DRIVER CHAMPIONSHIP

Sigh... I don't know why I bother sometimes. Right, when we ran a first look on this game, it was called *GT World*, and it looked like it was going to be great. By the time we previewed it, it had changed its name to *GT Rally* and it looked even better. Now it's looking absolutely stunning and guess what? Yep, it's changed names again! Now it seems to be called *World Driver Championship*! More important than this is how great the game is actually running. With beautiful car models, special effects and handling, as well as a high-resolution mode (full-screen with the

PREVIEW | PUBLISHER: INFOGRAMES | DEVELOPER: BIG BANG

PLAYED IT!

SHOOT YOUR LODE, AND RUN! LODE RUNNER

Infogrames are all set to bring us an update on the classic 8-bit favourite *Lode Runner* – err... which unfortunately none of us seem to be able to remember (damn you, beer!). I won't waste time telling you how good the game looks as you can see from the screenshots yourself that it doesn't. However, playability is the all-important factor, as we all know, and luckily the game seems to ooze (ahem) lodes of it.

64 BITS

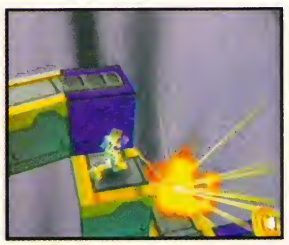
EA SECURE F1 DEAL

Electronic Arts have announced a multi-year deal to bring F1 racing games to the peoples of the world. An N64 version is likely to start development soon, with EA committed to producing the best simulation of the sport ever!

PLASTIC FANTASTIC!

Playmates and Acclaim have teamed up to release a range of Turok action figures. Available in Joshua Fireseed, Adon, the Primagen and Joshua Fireseed with 'Raptor varieties, they are pretty cool and well worth checking out down your local toy emporium.

expansion pak or letterboxed without) it looks like the N64 may finally have a driving game that puts Sony's own (admittedly very good) *Gran Turismo* to shame. Developed by Boss Game Studios (those responsible for *Top Gear Rally*) and published by Midway, *World GT Rally Driving Championship* (or whatever it'll be called) is very nearly ready and we just can't wait...



RELEASE APRIL 1999 DATE

Unfortunately, that bloody mad Emperor Monk Of Pandora has hijacked a lode of gold, and it is your job, as Lode Runner, to retrieve the treasure and destroy your evil foe once and for all. An action adventure puzzler that is scheduled to hit UK shelves in June, *Lode Runner* conceals what seems like a fine game beneath its somewhat shabby exterior. We'll reveal all in an import review sooner than you think...

INSIGHT

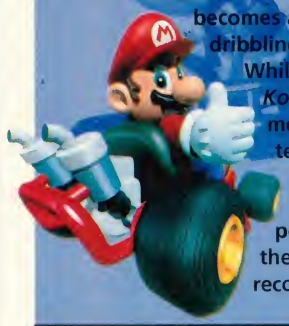
EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

ORIGINAL CLASSICS • OVERLOOKED GEMS OR GAMES THAT WE'VE FORGOTTEN HOW WELL THEY PLAY...

NO. 1: MARIO KART 64

ORIGINAL N64 CLASSICS

We say stuff your *Gran Turismos*! We all know that the PlayStation is well and truly over-populated in the racing game department. However, ask your PlayStation owning chums to name a decent four-player racer and they'd be hard pressed to come up with any more than a few titles, *Micro Machines* and *S.C.A.R.S.* being the ones that immediately spring to mind. Pah! We have them too (and they're better on the N64)! Right from the word go, the N64 has always been about multi-player fun and *Mario Kart 64* is nothing short of fantastic. The one player game is perhaps a little tough with your cheating computer-controlled racers. However, if you have three willing chums and the right number of controllers, then *Mario Kart 64* becomes a game that will eat up time with dribbling certainty.

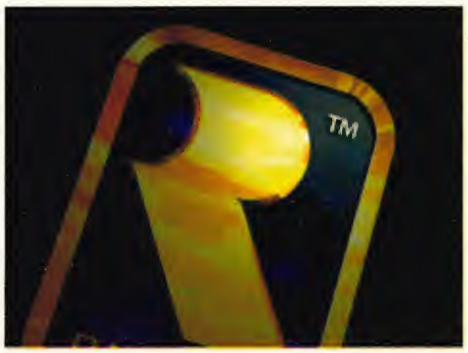


Whilst *Mario Kart 64* may not look quite as nice as *Diddy Kong Racing*, one thing is certain – it is probably the most fun four people can have on an N64 and could teach the PlayStation a thing or two about playability. Surprisingly, you are almost guaranteed to find a copy in your local second hand games store (some people are stark raving mad to part with it!). That is their loss and if you don't own *Mario Kart 64* then we recommend that you make it your next purchasement.

There are many multi-player racers out there on the N64, but none will ever surpass the greatness of Mario Kart 64 – if you don't own it then do yourself a favour and buy it now!

NEWS

FEELING THE FULL FORCE?



Rare are considering whether or not to utilise the Expansion Pak for their soon to be released title, Jet Force Gemini. Admittedly it is already looking glorious, but could that extra 4mb boost make it look even better? Obviously it could but we reckon that JFG is already finished and that it won't support the Expansion Pak. However, that said it would be cool to see some hi-res action and given that many N64's recent triple 'AAA' titles have helped push sales of this must have peripheral and surely a Rare game would be the icing on the cake, next month we'll be trekking off to see Rare to find out the full details. Expect the fullest and most up to date info in Total N64 next issue.

NEWS

WHERE'S THE POWER?

Another THQ title and one that we're all dying to get a glimpse of. Nuclear Strike is chugging along nicely but THQ won't give us any shots to show you just how lovely it is looking. However, we are assured that all will be revealed at E3 in L.A. in May and what's more we can't wait.

INTERACTIVE TELCOM

N64, PLAYSTATION & PC

VIDEO GAMES CHEATS & TIPS

● Are you stuck and frustrated? ● Need 99 lives or Ultimate fire power?
● Require Level select to move on? ● Would Turbo Mode help?

Aero Fighters Assault
Aero Gauge
Air Border 64
All-Star Baseball 99
Automobili Lamborghini
Banjo Kazooie
Battle Tanks
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bust a Move 2
Chameleon Twist
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Extreme G 1 & 2
F1 Pole Position
F1 World Grand Prix
Fifa 64 & 98
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops 99
F-Zero X
Gex
Golden Eye
Glover
GT 64 Championship Edition
Hexen
Iggys Reckin Balls
International Super Soccer
ISS 98
Jeopardy
J-League 11 Beat 97
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL 99
Magical Tetris Challenge
M L Baseball: Ken Griffey Jr
Milos Astro Lanes
Mario Karts
Mike Piazzas Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat: SubZero
Mortal Kombat: Trilogy
Multi-Racing Championship
Mystical Ninja: Starring Goemon
Nagano Olympic Hockey
Nagano Winter Olympics 98
Nascar Racing 99
NBA Courtside
NBA Hangtime
NBA Zone 98
NFL Blitz
NFL Breakaway
NFL Quarterback 98
NFL Quarterback Club 99
NHL 99
Off-Road Challenge
Pilot Wings
Puyo Puyo Sun 64
Quake 64
Quest 64
Rampage World Tour
Robotron 64
Rush 2
San Francisco Rush
S.C.A.R.S.
Shadows of the Empire
Sim City 2000
Snow Board Kids
South Park
Space Dynamites
Space Station
Star Soldier
Star Wars: Rogue Squadron
Super Mario
Super Robot Spirits
1080 Snowboarding
Tetrisphere
Top Gear Rally
Top Gear Overdrive
Turok 1 & 2
Twisted Extreme Snowboarding
Virtual Chess 64
Waialae Country Club
War Gods
Wave Race
Wayne Gretzkys 3D Hockey & 98
WCW Vs NWO World Tour
WCW Vs NWO Revenge
Wetrix
World Cup 98
WWF War Zone
XG 2
Yoshis Story
Zelda

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NEW

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TOTAL GAMES NETWORK

CHART ATTACK

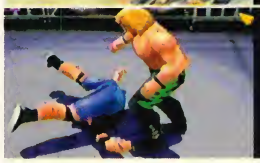
BLOCKBUSTER TOP 10 CHART

1 SOUTH PARK

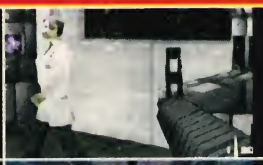
2 LEGEND OF ZELDA

3 ROGUE SQUADRON

4 TUROK 2

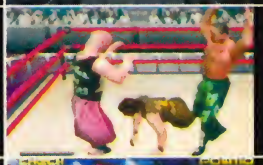


5 WCW VS NWO: REVENGE



6 GOLDENEYE

7 MISSION: IMPOSSIBLE



8 WWF WARZONE

9 WIPEOUT 64

10 F-1 WORLD GRAND PRIX

Dept1 TOP 10

1. LEGEND OF ZELDA
2. ROGUE SQUADRON
3. TUROK 2
4. WIPEOUT 64
5. V-RALLY '99
6. F-ZERO X
7. BUST A MOVE 3
8. NBA JAM '99
9. GEX: ENTER THE GECKO
10. WWF WARZONE

TOTAL N64 MOST PLAYED

1. MARIO PARTY
2. BEETLE ADVENTURE RACING
3. DIDDY KONG RACING
4. MARIO KART 64
5. F-ZERO X
6. CASTLEVANIA
7. GOLDENEYE
8. FIFA '99
9. ISS '98
10. VIGILANTE 8

TOTAL N64 MOST WANTED

1. DONKEY KONG COUNTRY 64
2. PERFECT DARK
3. SHADOWMAN
4. URA-ZELDA
5. BANJO-TOOIE
6. JET FORCE GEMINI
7. HYBRID HEAVAN
8. ARMORINES
9. STAR WARS: POD RACER
10. CARMAGEDDON 64

RELEASE DATES

Our release dates are brought to you by Department 1, and while they are the most accurate release dates you will find anywhere, bear in mind that in the games industry release dates often change with the wind...Whatever you are looking for, give Department 1 a ring on (0171) 916 8440.

APRIL '99

Airboardin' USA	USA	28-04-99
All Star Baseball	USA	02-04-99
Beetle Adventure Racing	UK	02-04-99
Bust-A-Move '99	USA	20-04-99
Castlevania 64	UK	30-04-99
Chameleon 2	USA	02-04-99
Charlie Blasts - Challenge	USA	20-04-99
Duke Nukem: Zero Hour	UK	02-04-99
Earthworm Jim 3D	USA	20-04-99
Fighting Force	USA	14-04-99
Flying Dragon	UK	30-04-99
Hybrid Heaven	UK	30-04-99
Lode Runner	USA	01-04-99
NBA Pro '99	UK	30-04-99
Ogre Battle 3 Person of Lordly Calibur	JAP	??-04-99
Rug Rats	USA	20-04-99
Rush 2	UK	02-04-99
Shadow Gate 64	JAP	29-04-99
Shadowgate 64: Trials of four towers	USA	20-04-99
Star Shot	USA	01-04-99
Tetris 64	USA	26-04-99

MAY '99

All Star Tennis '99	USA	20-05-99
Duke Nukem: Zero Hour	USA	20-05-99
GEX 3: Deep Cover Gecko	USA	20-05-99
Playmobil	USA	20-05-99
Racing Simulation: Monaco Grand Prix	USA	16-05-99
Star Wars: Episode 1	USA	??-05-99
Superman 64	USA	12-05-99

JUNE '99

Command & Conquer	USA	28-06-99
Gauntlet Legends	USA	09-06-99
GT Rally	USA	16-06-99
Harrier 20	JAP	??-06-99
Hybrid Heaven	USA	20-06-99
Lode Runner	UK	30-06-99
Looney Tunes: Space Race	USA	20-06-99
Rat Attack	USA	20-06-99
Shadowman	UK	30-06-99
Tonic Trouble	USA	20-06-99
World Drive Championship	USA	16-06-99

JULY '99

4X4 Mud Monsters	USA	20-07-99
In-Fishermans Bass-Hunter	USA	20-07-99
Monster Truck Madness	USA	??-07-99
Survivor Day One	USA	20-07-99

AUGUST & EVERYTHING AFTER

Army Men: Sarge's Heroes	USA	20-10-99
Biohazard 2	JAP	TBA
Biohazard Zero	JAP	TBA
Flying Dragon	USA	01-10-99
Nuclear Strike	UK	TBA
Shadowman	USA	20-08-99
Pocket Monster Pikachu	USA	TBA
Rayman 2	USA	20-09-99
R/C Re-Volt	USA	20-08-99
Road Rash 64	UK	TBA
Roadster '99	USA	20-09-99
Tonic Trouble	UK	TBA
Turok 3	USA	??-11-99
Twelve Tales: Conkers Quest	UK	TBA
Twelve Tales: Conkers Quest	USA	TBA

HAVE YOUR SAY & WIN A GAME!

Its time to get your voice heard in the greatest N64 magazine! Send us a list of the five games you play most regularly, and the five games you are most looking forward to and we'll print charts every month. Oh yeah, and one of you every month will be picked out of a hat, winning a stonking new game in the process!

My 5 most played games are:	*My 5 most wanted games are:*
1	1
2	2
3	3
4	4
5	5

Name: .....

Address: .....

.....

.....

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Postcode: .....

Send your entries to:
Chart Attack, Total N64, Rapide Publishing,
1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

REVIEWS

CRITICAL MASS

How do you like the mag so far? Pretty cool, hey?!! As you'll have probably expected, our reviews have changed their appearance as well. The top banana and slip up awards for good and bad games respectively have been axed and replaced by new ones. We give a huge welcome to our all new awards of 'Gold' and 'Silver' for games at the top end of the quality scale. The legendary 'Slip up' was felt to be to humiliating to those poor games publishers... aaahhhhhhh.

34 BEETLE ADVENTURE RACING

TOTAL N64 + GAME BOY COLOR

GOLD AWARD

The Total N64 Gold award applies only to those games that you really should own if you know what's good for you!

SILVER AWARD

The silver award is given to games that are very, very good, but fall down on minor points or may not appeal if you don't like the genre.

BEETLE ADVENTURE 34

Start your engines for the liveliest racing game to hit the N64 since *Mario Kart 64.*

RACING SIMULATION: MONACO GRAND PRIX... 40

Pedal to the metal! F1 racing without the license - but Ubisoft pull it off nonetheless!

CASTLEVANIA 44

Konami's long awaited horror adventure finally stalks, snarls and scratches its way onto an N64.

MARIO PARTY 54

We did not realise from the Jap version just how good this is - maybe the best multiplayer game on the N64.

SOUTH PARK 56

Cartman, Stan, Kyle and Kenny hit your N64 in...well, not quite as much style as we had hoped it would be.

What Else...

WCW THUNDER 52
HIRYU STADIUM 56

SCORES

90-100	If you don't buy this then you're mad!
80-89	Close, but no cigar!
61-79	Worth a look...
41-60	Is this an old SNES game?
00-40	Masochist need only apply!

REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
EA	IN-HOUSE	£44.99	OUT NOW		PAL	MEMORY PAK	YES	NO

BEETLE ADVENTURE RACING

Each particular course begins over a certain type of terrain and finishes on a completely different one. There are many stages in each level.

It is possible to survive 1000ft drops if you land on your wheels, but should you stray to close to the lava your car will explode.

There are all manner of obstacles to be vigilant of, not least the T-Rex and his pearly whites.

Like the Milk Tray man, Beetle... has crept up on us from nowhere, and it rocks!

Throughout the years, the famous German car manufacturer Volkswagen has given us a series of top-of-the-range models. The Golf has become one of the biggest selling cars in motoring history and the average-looking camper van continues to litter the streets even today, providing the ultimate in cool for surfers everywhere. There is even one model that has enjoyed cult status among industry and fashion for the past fifty years. A car that sports headlights of wide-eyed, youthful naiveté, of fun loving curves and high-roofed frivolity that looks as at home on the beach as in the city. The VW Beetle oozes likeable personality.

A spirited disposition, a chuckling engine and a front end that appears to smile constantly at onlookers, it has warmed many a driver's heart, and forever will be a car that summons your attention.

VW have never forgotten the car that symbolised 1960s life and made them a household name, and in the last couple of years they have created the 'New' Beetle. Sporting a new shapely form and millenium-friendly re-design, the Beetle is back on the public highway. Even with the very modern makeover it has still retained the personality and the fun image of

PLAYABILITY

Top class. Undoubtedly the most playable racer to appear on the N64 to date. Excellent car handling, fantastic courses and a wealth of hidden routes. Within minutes of your first play, you will be hooked.

BUSTED!

This ramp inside the pryamid on the Sunset Sands level will only appear every now and then, so when you see it there hit the two nitro boosts and take to the skies, where you'll find a hidden secret route and a very useful road sign... make sure you drive slowly past it to read it!

While playing the Wicked Woods track, veer left as you are heading towards the castle and hit the boost you can smash through the large round window above the door. This is easily one of the most spectacular short-cuts in the whole game!

The normal route takes you past what looks like a dragon's tail but the secret route shows you the real thing in all it's fire breathing glory!

DESIGN FOR LIFE

At the off, you can choose from three different types of Beetle. Each one comes with a variety of different speed, acceleration and handling statistics and alternative wheels. Colour and stripe design though, is entirely at your discretion. Bonus cars can be attained as you progress through the game featuring sporty numbers with a shark-tail spoiler and wide wheels to a multicoloured love bug that looks like somebody has vomited on it. The final car is a police car complete with a wailing siren– and it actually makes opponents pull over when they are sounded. Cool or what?!

REVIEWS

MULTIPLAYER AFFRAY

Single races can be played with a variety of different multiplayer options, pitting you against seven other CPU competitors or just one another in a duel-style scenario. Two player splitscreen is a one-against-one set up and three and four player games on a quartered screen – pretty much mandatory for N64 racing games these days – gives rise to some competitive racing over a preferred stage. None of the different multiplayer games encounter slowdown and none of them lose the well defined and, ultimately, visually engaging graphical show.

The two player race modes can get very competitive - a shunt at the right moment can send your opponent over the fence , and there is no escape!

With neither pop-up or slow-down in two-player, Beetle Adventure Racing leaves other racing games standing.

Beetle Adventure Racing features some fantastic real-time lighting effects. Watch the rear of the car and see the beautiful detail in the reflections!

its forebearers that made it the institution it is today.

The popularity of the car is such that it has inspired publishing giants Electronic Arts to produce a game centred around the great little vehicle. Beetle Adventure Racing encapsulates all the fun and frolics one would expect to be enjoying with a car like this and gives you the chance to race it over some of the weirdest, yet most endearing, courses ever made. Prepare for Beetlemania once again.

MULTIPLAYER

Unfortunately, it doesn't have a four player race mode, but that aside, there is enough multiplayer fun for you to invite your mates around for an evening. Two player race is a great game and four player battle mode is simply awesome fun.

So, Where did Beetle Adventure Racing come from and why on Earth have Electronic Arts kept it a secret for so long? Simply put, Beetle Adventure Racing is an awesome addition to the racing genre and, should you ever be one of those fortunate souls who own a copy, will keep you captivated for many a happy week. A fine blend of fun, four-wheeled frolicking and charming picturesque multiple-route racing will not only entertain, but ensure a prolonged playing experience. It may seem a little uninspiring at first; you only have one car to drive and there aren't that many courses to race them over, but once you start racing these cute love bugs, it soon becomes apparent that this has an underlying measure of serious quality.

For starters, the cars actually handle like cars are supposed to handle. Unlike some racers that have vehicles behaving like Bambi on ice at the slightest touch of the analogue pad, the Beetles perform in a manner one would expect them to. Correcting skids is easy, braking is performed in a naturalistic way and if you get a jump wrong you'll be faced with all the difficulties one would expect as you strive to correct it.

The courses are among the most beautiful you'll ever drive through. Scenery stretches for miles, there is virtually no pop up and fogging only occurs when it is supposed to – this is by far the most visually pleasing racer yet on the N64, even nicer-looking than *Top Gear Overdrive* which runs in hi-res with the 4 meg expansion pak!

The music is perhaps the least impressive aspect of the game - an average assortment of tinny dance tracks that really start to get annoying after a few spins. There is some very cool speech ("Mount Mayhem! Mwa ha ha!") and the in-game effects are great. There are also some brilliant comedy horns - especially the "we come in peace" one and a growling VW engine sound. Overall it could've been better.

The different environments, however clichéd they appear, have a lot more depth than initially revealed. Each particular course harbours several alternative routes, some of which are pretty straightforward and easy to negotiate, and others that are much harder to distinguish yet can crop seconds off your original lap time. And so the longevity of the game becomes more apparent – with so many different routes available to you there is ample reason to practice each before entering the main event. Manoeuvring through the quickest of short cuts on each

BUSTED!

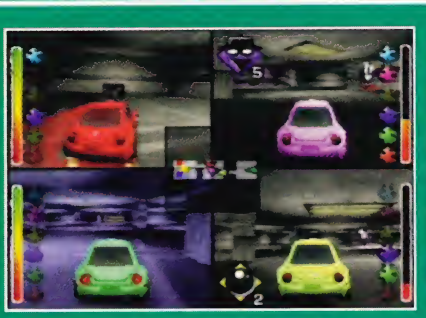
Head left after the jump on Coventry Cove that takes you to the small island and you will discover a red bonus box adorned with a white flower next to the pillars. These boxes open up new cheats for you to use on Single Race and Beetle Battle.

Take the jump after the bridge to collect those hard-to-find "10" Bonus Boxes in the air near the secret castle route, there are usually two on each course. Collect 100 bonus points to open up new multiplayer arenas in Beetle Battle mode!

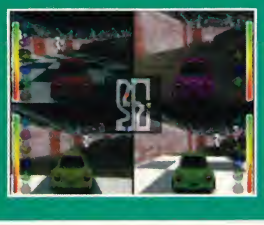
This is one of the most easily missed boxes on the Coventry Cove course, just turn right after heading through the church and you will see a wooden blockade.

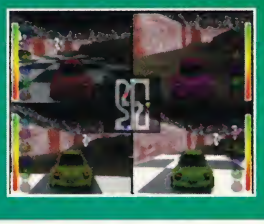
ALL FOR ONE

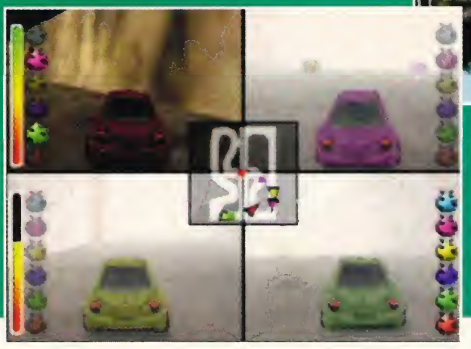
This was quite a surprise when it popped up on the Race Select screen. Battle mode gives the opportunity for some high-impact and destructive Beetle combat – total metal carnage. Four players can compete against one another in a free-for-all with missiles, mines and all manner of destructive weaponry. The idea of the game is to collect eight coloured insects – which happen to be beetles – before the other competitors.



The multiplayer Beetle Battle mode is almost on a par with the Battle Mode from *Mario Kart 64* - four cars and many weapons of mass destruction!







This is one of the maddest weapons in the multiplayer mode - the answer to *Mario Kart 64*'s lightning bolt - it not only turns all of your opponents screens upside down, it also reverses their controls, leaving them, for all intents and purposes, completely disabled!

Inferno Island makes you drive through a winding village, a prehistoric park and then into a mouth of a stone skull... Nice!

REVIEWS

The roads twist and turn so often that you'll hardly notice the switch to an improbable angle. Beetles were made for this kind of fun.

GRAPHICS

The visuals are the best seen in an N64 racing game, even with no expansion pak! There is no pop up, no fogging and you can literally see for miles into the distance. The reflections on the cars are stunning and the animation is beautiful.

lap will ensure you deliver the fastest laps and progress to the latter courses.

Apart from the conventional racing modes there are a number of multiplayer modes available, including a four-player battle mode (disappointingly, there is no four player race mode) and a two player head to head mode. The battle mode is, however, superb – four of you are pitted against one another in one of several arenas – and believe it or not, these are totally different to the ones in the championship mode. The aim of the game is to collect eight different coloured beetles before any of your opponents. These are scattered randomly about the place and you can attain them via any means necessary. Missiles, mines and all manner of high tech armoury can be used to stop the competition dead in its tracks.

With such an excellent array of game modes, and the invariably fantastic graphics, it is somewhat of a surprise Beetle Adventure Racing has been hyped so minimally. One would have thought the VW licence alone would have been cause for a mass marketing drive, but it has, astonishingly, just crept in through the back door of the games world. If you have any sense you won't ignore it for this reason and you'll help to make it the massive hit it undoubtedly deserves to be. Beetle Adventure Racing is an excellent all round good egg and should not be dismissed lightly. Beetle Adventure Racing is, without question, the greatest arcade racer on the N64 so far.

RATED BY: LEE — **TOTAL N64**

TOTAL N64 + GAME BOY COLOR

PLAYED & RATED

Simply brilliant. Undoubtedly the best racer to appear on the N64, and one that'll hold your attention for months.

ACID TEST

- ✚ Graphics are stunning! Multitude of secret routes!
- ✖ Musically challenged. Only one model of car.

92%

BUSTED!

The Metro Madness track has more shortcuts than any other course, some will take you into the strangest of places, like this cinema!

This is one of the coolest shortcuts where you actually get to race a train.

Another useful shortcut see's you racing through a multi-storey car-park, just as well it's not late-night shopping!

After completing the game on all the challenge levels you will gain access to the Police Beetle, just watch your opponents pull over as you sound your siren!

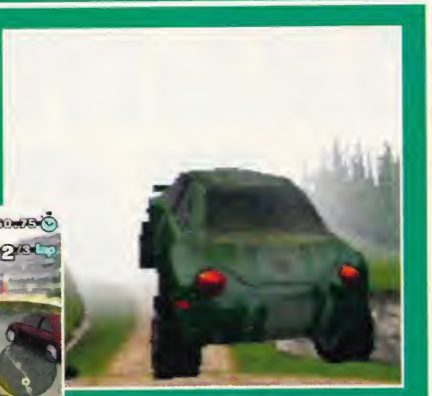
TRACKS SUIT TOPS

COVENTRY COVE

This is the first track you are greeted with and what a beauty it is too. It's a countryside ride that takes you through some of the hilliest terrain and most picturesque scenery ever witnessed in a driving game. Short cuts include driving through a barn, a churchyard and a rollercoaster ride through a disused railway tunnel. There are plenty of bonuses and nitros and some excellent overall racing can be had.

MOUNT MAYHEM

In every racer it is almost mandatory to include a circuit covered in snow. The hazardous conditions make for some serious driving and with hideous jumps and bizarre twisting sections, BAR is about the most outrageous of them all. Frozen underground UFOs, a ski jump complete with cheering crowd and a sunshine-smothered mountain pass are among the features on offer. Beware the blizzards and the indistinct roadworks.



SUNSET SANDS

This is arguably the least enjoyable of the track selection, yet still contains a variety of stunning scenic routes and alternative paths. It is set amidst Egypt inspired backdrops and sees you tackle pyramids, open desert and a number of statues and architectural structures. This isn't a demanding circuit and with very little practice you can attain a higher placing.

INFERNO ISLAND

This is my personal favourite, and it is positively brimming with odd occurrences, wacky features and superbly implemented alternative routes. The whole episode is set upon a sunshine island which is, in turn, broken into several sub sections. Jurassic Park – complete with large entry gates and snarling T-Rex, the heart of a volcano with some of the most gorgeous lighting effects you'll ever witness, and a winding cobbled descent through a compact coastal village that appears to have been directly ported from a James Bond movie – you'll know the one when you see it – are just some of the routes you will take.

WICKED WOODS

The last and, ultimately, the finest circuit in the locker, Wicked Woods takes you on an eerie ride through a haunted woodland set amongst the dark blanket that is nightfall. Keep your eyes open because this is packed with outrageous features and excellent touches that will have you coming back for more and more. Beware the fire breathing dragon, the ghost-ridden mansion and the fluorescent pumpkin park. This course emphasises how high the overall standard of the game is and how you can not afford to be without copy of it.

METRO MADNESS

How surprising, a street circuit. The bright lights of the big city provide the setting for level five which is no less than an amalgamation of several American cities. Alternative routes are plentiful as are breathtaking lighting effects – especially if your chosen Beetle sports a shiny finish. Leap-of-faith jumps and some brake-burning corners will have your brake finger smoking and with the new multicoloured, and much faster, Beetle you should've attained, this level is a highly enjoyable one.

REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
UBISOFT	IN-HOUSE	£44.99	OUT NOW		PAL	MEMORY PAK	YES	NO

RACING SIMULATION: MONACO GRAND PRIX

ANGLE SEE

There are seven different camera angles available for viewing the action from. Three of them are out-of-car vision and the remaining four are from the cockpit, thus ensuring a comfortable driving position for any individual.

Is this a car, or a crocodile with wheels on the front?

The in-car view is quite pretty, but we're not sure that it's wholly realistic!

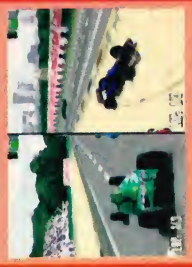
Could Racing Simulation: Monaco Grand Prix be the fastest kid off the grid?

Racing Simulation: Monaco Grand Prix delivers the thrills and spills of motor racing in its own fictitious style. Fictitious? Apart from the high profile city that shares a stake in the title, everything else is removed of endorsements and official substance. Teams such as Ferrari and McLaren have been replaced by 'made up' sorts like Jackson and Wilson and the drivers we would normally see sweating around seventy laps of Silverstone on a Sunday afternoon are no longer required to ply their trade – well, at least not for the UbiSoft development team anyway.

This lack of official sanction could prove rather testing with regards to swaying fans of the sport, but like the *ISS* football series that has adorned many an N64 console, it isn't necessarily a prerequisite. Good games can still be made without the support of authentic governing bodies, but the end product has got to be a pretty special one.

There is one thing that stands out in RSMGP that sets it aside from the competition. Apart from harbouring all manner of different race styles that feature in every present day rendition of the sporting genre – ie. single races, time trials and multiplayer challenges – there is a novel 'career' mode that allows you to dedicate your life to the virtual racing cause. You begin your

BUSTED! SPLIT TIPS!



The vertical split means that you can see a greater distance along the road, but a horizontal split allows you a greater field of peripheral vision either side of you.

Nudge the back wheels of your opponent - this will send them spinning of the road in spectacular fashion!

If you edge onto the sand through a tight corner when your opponent is quite close behind, you'll give the illusion that that is the route the road takes. Watch in glee as the car spins into the sand-trap!

Make sure you put "catch-up" mode on before you race a friend, as it makes the race more exciting - and at least gives you a chance to redeem yourself if you find yourself behind at any point.

CAREER

The career mode of RSMGP is probably the most detailed of them all. You begin your driving career as an unemployed rookie looking for work. Teams will offer you contracts and transfer opportunities dependant on your performances, but success is entirely down to your own skill and judgement.

REVIEWS

WRECKIN' CREW

As one would commonly expect from the sport, accompanying the hazardous driving of a high horse-powered piece of metal at outrageous speed whilst sitting inches from the concrete are spectacular crashes. RSMGP has not shied away from this aspect of the sport either. Almost every part of the car can be damaged or ripped away. Tyres can be seen bouncing around the track devoid of their host and shrapnel will litter the racing line. Drive too boldly and it could cost you those vital few points and even hamper your career.

What's with all this green tyre business anyway? What's it all about?

There are some spectacular crashes in Racing Simulation!

career as a lowly unemployed driver seeking work, having to prove yourself as a rookie on the international motor racing scene. Offers from teams for your services will be made and as your rise to super stardom continues so will the bids you receive continue to grow. This mode will last for a massive ten seasons so there will be plenty of time to establish yourself amongst the cream of the racing fraternity. You will experience all the triumphs and tribulations that accompany the actual championship – having a blow out on the first lap of the race, a costly error induced by some careless driving or nosing in front of your closest rival on the final straight of the last lap. Your goal is to drive hard and win and with that alone, the rewards will eventually be yours.

With all the options and different features aside though, the deficiency of recognised stars is sure to hamper RSMGP's progress in the market. This is something of a shame really as the simulation elements are an intricate and very noticeable inclusion. Tyres, brakes, gear ratio, steering, fuel load and a lot of other technical stuff actually does make a difference on the track and forms quite a compelling experience. Even the drivers themselves adopt surprisingly different styles which is very apparent to the close observer once you get on the tarmac. Drone cars will either move aside and let you pass at leisure, or block your road and make you wait for an overtaking opportunity. This makes the action side of RSMGP a stimulating foray into the sport we all know and love.

The car handling is also suitably realistic, so often the downfall with N64 driving simulations, and you will seldom find yourself grappling with the stick to keep it pointing in the right direction. Fine tuning and paying attention to the technical stuff will pay dividends when you watch competitors fleeing to the pit lane for tyre changes as the weather conditions you have foreseen change dramatically. It really isn't a bad game, and there are far worse titles to be saddled with. Although it lacks the fantasy and charm of the official GP title, Racing Simulation: Monaco Grand Prix is still heartily recommended to the N64-owning racing fan. Take it for a spin.

RATED BY: LEE — TOTAL N64

MULTIPLAYER

With the four ports on the N64, it isn't uncommon to find multiplayer events on any game these days, let alone one in the racing genre. Sadly RSMGP only features a two player mode with an option to split your screen vertically or horizontally. It's quite a laugh, but a four player mode would have certainly made the difference.

TOTAL N64 PLAYED & RATED

If you can play an F1 game that has no authentic cars and stars then you and RS:MGP will get on just fine.

ACID TEST

+ Great car handling. Atmospheric sound.
− Slowdown: Mild, occasional. No official licences

89%

BUSTED!

RS: MGP gives you the chance to alter anything you could think of on your car...

Less fuel means you'll be lighter and faster, though for long races it may mean more stops to get re-fuelled. It's all about getting the right balance of Yin, and Yang!

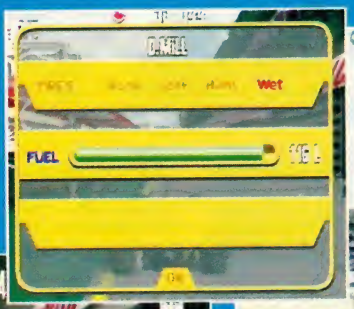
With winding tracks such as Monaco, you need to alter your steering lock to give you the widest turning circle possible.

You need to match your tyres to the weather conditions - rain tyres are suitable for wet weather. When the weather is unpredictable is is best to go for something between rain tyres and slick tyres.

The wings alter the amount of downforce your car has. More downforce means your car holds the road better in wet conditions and is useful for winding tracks - but the more downforce you have the slower your car will go!

PIT SHIFTER

In slang, the pits are often regarded as the place where nobody likes to end up. In racing terms though, it can provide some enjoyable moments as you continually strive to test your own speed and co-ordination in the tyre-changing department. As you approach the garages in the pit lane you are greeted with your crew who will subsequently carry out the instructions you give them. Fuel and tyre deterioration are the two main reasons for a stop – not any unsighty damage you've inflicted on your motor.



Tyre changing is carried out by La La and her extended Yellow Teletubby family.

I'm not one to comment on anything based on a first impression, but judging by the shape and density of those eyebrows, it can only be one person... Roger Moore!

The replays at the end of each race are as stunning as those in *F1 World Grand Prix*. Cameras are situated in the oddest of places.

REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
KONAMI	KONAMI	£39.99	OUT NOW		NTSC	MEMORY PAK	YES	NO

CASTLEVANIA

HAMMER HORRORS

Castlevania works on psychological horror - for example, Belmont preventing his lover from boiling her skin in a suicide attempt, and Carrie having no choice but to kill her own mother - rather than the gore and splatter associated with, say, Resident Evil 2. There other nods towards the clichés of gothic horror ...

When this Virgin Mary-esque statuette starts crying blood it's quite expected, but it remains pretty disturbing nonetheless.

When an attractive lady emerges from the water, Belmont is captivated, until he realises that she has six more legs than she should have...

The sound of a million screams permeates the walls of this well used torture chamber where Carrie finds herself in Dracula's castle.

This part of the game sees you hounded by the gargoyle dogs from Ghostbusters and an indestructible chainsaw wielding zombie.

Sharpen your stakes as we sink our teeth into the N64's very first horror game!

After many years in development, Castlevania has crept up to surprise us under blanket *Zelda* coverage, receiving little fanfare until the adventure-hungry among N64 owners had finally beaten Ganondorf and realised that they needed another evil superhuman being to pound into the ground. Courtesy of Konami, this villain is the newest incarnation of an age-old myth that has been scaring adults and children alike for centuries... Dracula. With Acclaim's *Shadowman* still months away, and *Resident Evil 64* only just announced, Castlevania is the first N64 stab at the horror genre that the PlayStation and PC boys have been privy to in recent times, and as an atmospheric interactive story Castlevania really excels. Like *Rogue Squadron*, it holds the gameplay together with cinematic and effective cut-scenes (full of *Hammer Horror* clichés!), a sometimes horrific storyline and an incredible amount of atmosphere, which seems to drip from your television like saliva and blood from the fangs and thin lifeless lips of the Count himself.

Initial reports were that the finished version of Castlevania was not all we hoped it would be. Rumours were that it was rushed in its final stages and had suffered somewhat as a result. While this can be partially attributed to the fact that it takes a while to get into the game, there is unfortunately some truth behind it...

PLAYABILITY

Strangely pitched, and so very nearly perfect that it is extremely frustrating when you are impeded by occasional annoying gameplay faults such as awkwardly placed camera angles and extremely tricky jumping sections.

Having said that, Castlevania instantly blows you away with a level of graphical detail that is, amazingly, as dazzling as that in *Zelda* (and the realtime day/night effects are even more realistic!). The animation is probably the most impressive ever seen in a console game and the detail afforded to the textures and the characters is mind-boggling. Spice this up with superlative real-time

Software supplied by: **Project K**

BUSTED!

Always jump away from the giant skeleton after attacking, jumping is the quickest way to escape most enemies in Castlevania.

If you read the plaques on the fountain-like structures they will provide you with some tasty chicken, this will recover 50% of you total health.

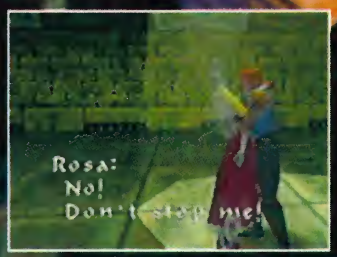
In the right hand corner you will notice a torch on a platform above your head, just in front of it is an invisible platform that you can cling to. It is possible to wait here and take the dogs out from the safety of the platform.

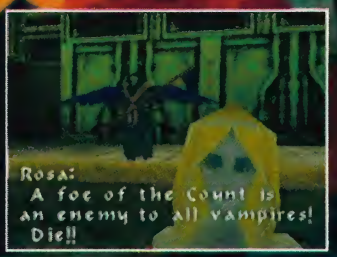
In the fountain there is a platform that only raises up at 12:00 Midnight, on top of it are a variety of handy pick-ups.

TOTAL N64 + GAME BOY COLOR

A MATCH MADE IN HELL?

Castlevania's storyline is held together by many cut-scenes and a couple of powerful stories. Schneider Belmont falls in love with a vampire called Rosa, and their relationship consists of boiling skin, a suicide attempt, Belmont killing Rosa, Rosa being resurrected and sacrificing herself to Death to save Belmont, and finally their happy re-unification at the climax of the game! Not exactly Charles and Camilla is it?





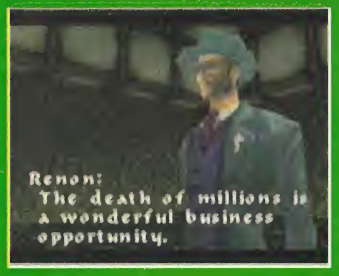
REVIEWS

COMMON PEOPLE?

It is not everyday folk you'll meet and greet throughout your adventure. Some of them are a help to your quest, but others only serve to hinder you!

Mr. Vincent is your common or garden vampire-slayer and he'll scare the wits out of you when you first meet. He's supposed to be taking Dracula down, but he ends up doing more harm than good.

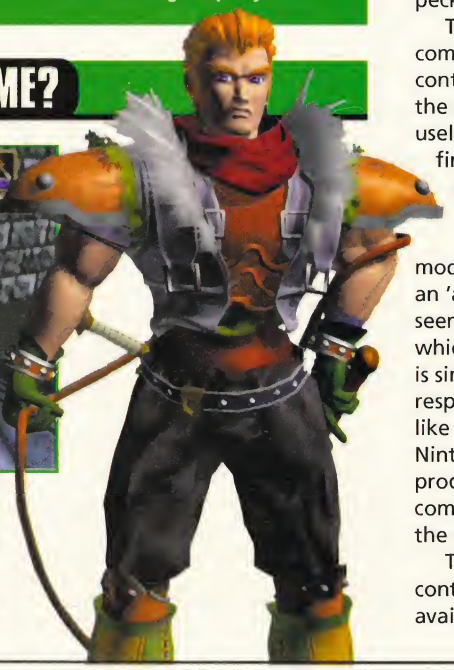
Rosa is a vampire that visits the rose garden at dawn every day to sprinkle the fauna with blood. Unfortunately, Belmont falls head over heels for the charms of this loony woman!



None of you have met this guy yet, but I'm sure you've heard of him. You know; tall, thin guy in a black cloak, rides a horse called "Binky" and carries a large farming implement...

For some reason, Hell is on your side – maybe Lucifer is scared that Dracula is becoming too powerful? Anyway, Renon is "what you would call a demon", and he's a huge help to you!

WHAT'S IN A NAME?



Just who is this fella? If you've kept up to date with Castlevania then you would have heard him referred to as Schneider, Reinhardt and Belmont, so what the hell is his name? Well, it seems that his full name is actually Reinhardt Schneider Belmont, but the game confuses you by referring to him as all three!

Hilarity abounds when, during the battle with Behimos, he lowers his head and rams Carrie from behind, sending her flying into the camera!

lighting effects and what you have is Konami setting the standard for all that must follow.

Long-term Castlevania fans always knew that the music was going to be good, and luckily the smallest bones in our bodies will not be disappointed with what is one of the greatest game soundtracks I have ever heard, ranging from a lone fiddler on the title screen to full-blown gothic orchestral work-outs. In fact, you could certainly do a lot worse than ordering the soundtrack CD from your local importer! Sound effects are of a similar standard with chattering skeleton's teeth and the wailing of damned vampires high up in the 'shivers down the spine' pecking order.

Thankfully all of this is complemented by silky smooth controls, awkward only when the camera sits in a particularly useless position and you may find yourself grabbing for platform that isn't where it should be. There are several different camera modes, including a 'lock-on' and an 'action' mode, but it doesn't seem to make any difference which one you use. The 'lock-on' is similar to *Zelda*'s in some respects, but so useless it seems like Konami heard what Nintendo was working on and produced its own version, completely missing the point in the process.

The general amiability of the controls, huge range of moves available and inclusion of some of the greatest level designs I have ever had the opportunity to pain(stake)ingly pick my way through – see the magical nitro boxout – smacks of brilliance, but unfortunately highlights other areas of the game where not so much attention has been paid, like that dodgy camera and the 'look for a switch and then look for another one' gameplay.

The two playable characters are very different in their respective abilities – Carrie is easier to play, despite her more difficult route through the game, thanks to her enemy-seeking magical bolts while Belmont is generally more fun to use (something to do with him not being a twelve year old girl I reckon!). It is a crying shame that Konami removed the two coolest characters, a werewolf and a chainsaw wielding Jason-lookalike, due to time constraints. It's also disappointing that Belmont's whip is not used quite as imaginatively as it could have been, ideas like wrapping around objects and swinging from platform to platform could have been included.

SOUND

Truly amazing - it's so good that it'd be worth your time to seek out the soundtrack CD from your local importer. The sound effects are stunning and the epic musical backdrop to the game really give it atmosphere!

The bosses are absolutely stunning, from the giant silverback skeleton you encounter two minutes into level one to the mountainous bull whose flesh and muscle disintegrate as you hit it and even Death himself. The enemy

BUSTED!

Meet Charlie Vincent a fellow vampire slayer. He will give you some helpful hints along the way but if you spend too long finding Dracula he will turn on you!

Renon the travelling salesman will provide you with all the items you will need in order to survive this hell, just don't spend too much money or he'll take you on too!

Once you receive the key for this section you will find another key for the Garden in the far corner. Make sure you power yourself up as well as you can because there is one of the most difficult sections in the game coming up!

I'M NOT FAT! JUST BIG BONED!

The bosses in Castlevania are absolutely stunning. The first you come across is a beautifully animated ape-like skeleton the size of a house!

You open these huge gates only to be met by the Silverback Skeleton, his welcoming committee and a blood-curdling roar. The Silverback is hell-bent on destruction – even if it involves flattening his own minions! After you wear him down, he stamps about like a child and legs it off a cliff...

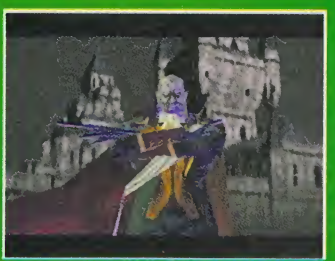
...Only to return from the Castle moat later on, quite annoyed and accompanied by skeletons on motorbikes! When you eventually finish him off, he explodes satisfactorily into several pieces, but keeps crawling after you until you finally beat him!

ROUTES, BLOODY ROUTES!

Belmont and Carrie each have a different route through the game, which converges at some points and splits apart at others. While Carrie must make her way through the sewer system and climb a magical crystal mountain, Belmont must brave an underground cave system and the innards of a small volcano!

TRANSVISION VAMP

Castlevania takes you on an adventure to do over Count Dracula himself, and needless to say you have many run-ins with his vampire minions. They are truly foul creatures, even down to the way they run and the way they crack and bend the wrong way when you belt them one!



If they get too close and they'll help themselves to your neck. Unfortunately this makes them stronger and you weaker. You'll die unless you cure yourself sharpish!

The Big Cheese himself. The Lord Of Darkness. The Walking Dead. The Bringer Of Doom. The Sharp-Toothed One. The Anaemic Bloke. Nosferatu. Count Vlad The Impaler. The... [snip].

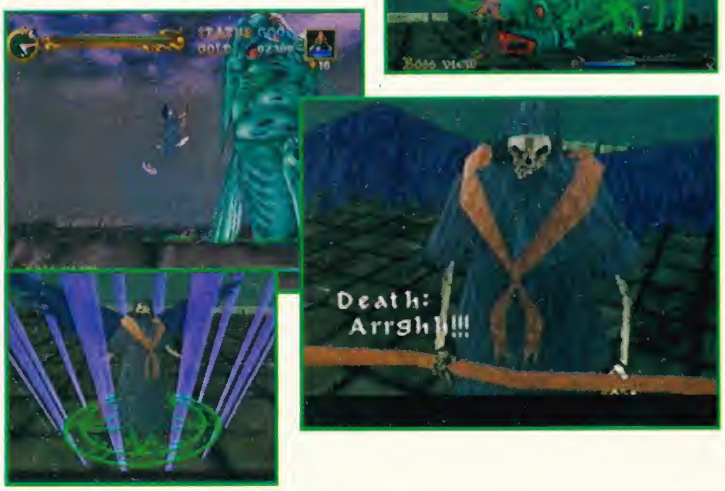
REVIEWS

SHUT YOUR TRAP

Dracula's castle is not exactly a welcoming place for your average vampire hunter, and the way is full of dangers and traps to catch the unwary intruder... err, unawares. It is generally hard to walk more than a few feet in the castle without coming to a mechanical object that is either heavy, spiky, collapsing or blood-stained.

DEATH BECOMES YOU!

Why is Death working for Dracula? Well, if you think about it, Dracula is immortal, meaning that he is more powerful than Death! Anyway, Death attacks you by drawing pentagrams upon the floor and summoning horrible creatures from other dimensions. Unfortunately you can't kill Death, although you do banish him quite violently back to his nether region. Ooer...



AI is sometimes of a frightening standard – you can tell the vampires are thinking at times when they go to attack you, but hesitate and retreat instead; they snarl, group together, scatter, run and attack and it all depends on how you are acting at the time! Other impressive enemies are the stained-glass knights (remember *Young Sherlock Holmes*?), the amazonian-spider tribe and the plethora of translucent ghostly apparitions that wail and float in front of your eyes.

GRAPHICS

Often a bit fuzzy, but generally amazing, the lighting effects are the best this side of Rogue Squadron and the animation unrivalled! The moody backdrops and huge bosses are some of the best you would ever have seen!

There are two different routes through the game, at least two different endings for each character and some very tough bosses, but ultimately it won't take you long to see everything here on offer, until you complete it on 'normal' mode and are given the opportunity to play it with 'hard' on. Err... 'hard' mode I mean.

Despite Castlevania's many problems, Konami has really done it again – there's just

something charming about Castlevania that makes you want to see past the dodgy camera, fiddly jumps and the occasionally off-kilter collision detection to see what manner of creature will stand in your way next.

With the cold post-*Zelda* reality soon to be driving Nintendo owners to suicide in droves, Castlevania is just what you need to plug the wound until something like *Shadowman* graces us. It sure is no *Zelda* – it's not a playground or a fairytale world where you can happily live out the rest of your days – but it is a great game, more like *Banjo-Kazooie* than anything else really. Straightforward fighting, jumping, exploration and puzzle solving with more than a few surprises is what Castlevania provides and while it doesn't try to do anything more, it does it better than most. Go on, let it bite you...

RATED BY: JON **TOTAL N64**

TOTAL N64 PLAYED & RATED

If you're willing to forgive the minor control faults, then this is a game that is more than worthy of its ancsetry.

ACID TEST

+ Extremely compelling. Brilliantly atmospheric.

− Annoying jumping sections. Niggling camera faults

87%

BUSTED!

CARRIE'S SECOND COSTUME
At the top of the Tower of Sorcery, and just before the exit, look around and you will see a floating platform and a torch upon it. The holy water should be used to see the invisible path that leads to the purple jewel in the torch which unlocks Carrie's second outfit, when you finish the game that is.

REINHARDT'S SECOND COSTUME
In the Tower of Execution, go up to the third level and slash one of the iron maidens to get the execution key. Now jump back down to Level 2 and enter the iron gate that was once locked. Walk down the hallway and look over the ledge to see a floating platform with an iron maiden. Slash it to reveal the purple jewel which is secret #2 on the item list. This will unlock Reinhardt's second costume.

You must enter the rosary between about 3 and 5:30am to meet up with Rosa who will give you a clue.

If you destroy the candelabra's and small blue pots they will provide you with jewels and other pick-ups.

NO BULL MATE!

When you unlock the power of a magical crystal, you unwittingly wake the monstrous guardian Behimos from his deep slumber. A demonic bull the size of three or four elephants with laser firing eyes, molten lava breath and one hell of a headbutt, he does not lie down easily. As you wear him down, first his skin and then his muscle tone will disintegrate, leaving nothing but bones and innards! Yuk. When he is eventually beaten, you are rewarded, appropriately enough, with some roast beef!

SATURDAY NITRO

One of the most cleverly designed levels in Castlevania surrounds your character trying to blow up a couple of walls by collecting and transporting chemicals to the right places. It also provides the game's most tense and frightening moments.

Once you pick up the magical nitro, a hit will detonate the explosive, and the slightest jump will do the same, so you have to – oh so carefully – make your way through the level, avoiding enemies, big spiked crushers, a tightrope-thin walkway and the internal workings of some huge mechanism...

...The slightest knock though and it's "bye-bye"! It is so easy to subconsciously press the jump button and blow yourself limb from limb, but you'll want to come back to try it again and again! I jumped out of my skin several times when this unexpectedly happened!

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
ACCLAIM	IGUANA	£39.99	OUT NOW		PAL	MEMORY PAK	YES	YES

SOUTH PARK

ROBOT WARS

The last level of South Park is set in a large toyshop and the final boss is a huge toy robot, who takes a hell of a kicking before it finally gives up!

LET'S ALL KILL KENNY!

There is a certain element of fun to be had in South Park's multi-player mode, for a couple of hours at least. Just make sure that you don't choose Kenny though, as everyone will want to kill you!

Cartman gets a direct hit with the cow launcher and all Kyle can see is the inside of its ass!

The residents of South Park battle it out with each other for ultimate marine supremacy!

[Sigh... here we go with the "...killed Kenny" business.] Unfortunately it does not fulfil our great expectations...

South Park is an appalling exercise in software making. It is not the worst game ever made, but it is a sinful excuse for making lots of money out of impressionable kids and not offering them, or indeed, you, much in return. It is a horrific reminder of the 1980s when poor quality film and TV tie-ins clogged up the Spectrum sales charts.

The premise of South Park was promising enough. Take the foul-mouthed stars of Comedy Central's hilarious smash-hit comedy, adapt the *Turok 2* engine and there you have it – a great game with huge sales potential. Unfortunately, the route that Iguana has taken has been one of putting in a minimal amount of effort, knowing that the game will sell like hot cakes anyway. The graphics are solid enough, representing the characters and the town of South Park very well, or they would do if you could see them. The fogging is the terrible - you can wander around for ages with no clue as to where to go. Texture is absolutely non-existent, and animation is also very limited.

PLAYABILITY

The words South, Park and Playability do not really go together very well. It's dull, repetitive and the camera is low down and annoying with a limited field of vision. Hardly any redeeming features at all.

The sound is just about the only good feature in the game with hundreds of quotes from all of the characters. In fact, this is probably the only reason why the multi-player is at all fun. It consists of four people running around swearing at each other. Hearing the Mr. Garrison's "You go to hell! You go to hell and you die!" is hilarious for about twenty minutes, as is the ray gun which makes your opponent perform a little song and dance and of course the cow launcher.

The single player game sees you meandering around shooting turkeys, or Big Gay Al Big Gay Zombies, or aliens, or

Software supplied by: **Playground Productions**

BUSTED!

ENTER THESE CHEATS AND SEE WHAT HAPPENS!

PLANEARIUM - Pen and ink mode enabled.
ASSMAN - Invincibility enabled.
FATKNACKER - All weapons enabled.
FATTERKNACKER - Unlimited ammo enabled.
VEGGIE HEAVEN - Skinny mode enabled.
MEGANOGGIN - Big heads enabled.
THEEARTHMOVED - Level select enabled.
MAJESTIC - Alien enabled.
OUTRAGE - Big Gay Al enabled.
ELVISLIVES - Officer Barbrady enabled.
HAWKING - Ned enabled.
STARINGFROG - Jimbo enabled.
GOODSCIENCE - Mephisto enabled.
ALLWOMAN - Mrs Cartman enabled.
KICKME - Ike enabled.
FISHNCHIPS - Pip enabled.
CHECKATACO - Wendy enabled.
LOVEMACHINE - Chef enabled.
CHEATINGISBAD - Mr Mackey enabled.
DOROTHYSFRIEND - Mr Garrison enabled.
RAFT - Terrance enabled.
PHAERT - Phillip enabled.
SLAPUPMEAL - Stavin Marvin enabled.
OMGTKKYB - All multiplayer characters enabled.
SCREWYOUGUYS - Show credits.
BOBBYBIRD - All cheats enabled.

ATTACK OF THE BIG GAY ZOMBIES!

One level sees Big Gay Al cloned and a whole army of zombies lay the smack down upon the town of South Park, spreading zombified big gay love to all the inhabitants!

cows, or robots, or evil toys – and it's just incredibly boring. The levels are all the same – walk up a street, or down a valley, shoot some enemies.... There is nothing in the way of enemy AI, they just stand there or run at you, and you strafe around and hit them with your variety of "amusing" weapons.

Don't buy this game, buy *Turok 2* and a South Park video instead. Shoddy licensed games like this are the reason why Acclaim teetered on the edge of bankruptcy not so long ago. Why go back?

RATED BY: JON TOTAL N64

TOTAL N64 FOR GAME BOY COLOR

PLAYED & RATED

Not the worst game in the world, but NOT what we expect from the mighty Acclaim either.

ACID TEST

+ It's South Park! The speech is fab!

− Major fogging problems. Repetitive gameplay.

69%

WEAPONS OF MASS HILARITY

South Park has one of the maddest and most inventive selections of weaponry ever seen in a videogame, providing riotous laughter for about ten minutes.

The first weapons you can use are those you can scoop off the floor. Snowballs can fortunately be spiced up by adding some of your character's... err, pant champagne.

This is a wind-up quick-fire foam-shooting machine gun, which proves very effective for stopping those darn turkeys in their tracks.

This is a Terence doll, which unleashes deadly green gas from its rear end when it is thrown. It also shouts "I fart on your grave!" with alarming regularity.

This weapon is The Funniest Weapon In A Videogame Ever™. Hitting an enemy with this turns him into a dancer from the 1920s, complete with rougéd cheeks!

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
THQ	INLAND PRODUCTIONS	£44.99	TBA		NTSC	MEMORY PAK	YES	NO

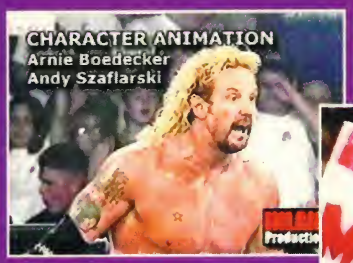
WCW THUNDER

Macho Man is so ugly that he can't find anyone to dance with - but he still knows the moves!

It looks like there is anything but wrestling going on in the ring right now!

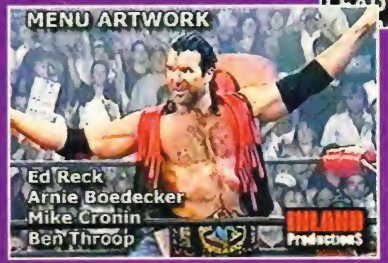
SPOT THE MULLET!

The mullet, known to connoisseurs as the mullét *(moo-lay)*, is still pretty popular in the sport of pro wrestling, and it's a sad day for THQ when the most fun to be gleaned from this game is spotting the monstrous coiffures it is full off...

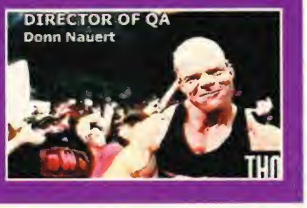


Scott Hall feels the need to restrict his powerful mane with several pots of Bryllcream before a match...

The free-flowing tresses of Diamond Dallas Page's beautiful mane cascade stylishly over his manly shoulders.



Lex Luger's mullet is matched only by his ability to look like a gorilla, although completely bereft of bodily hair.



...and the superman kiss-curl shows that he wants to be daring and heroic!

THQ proudly presents to you its world title contender in tonight's main event...(yawn) WCW Thunder!

Milking. Fleecing. Bleeding. Draining. All of these terms could describe the peculiar act in which some publishers indulge, which could be defined in the dictionary as 'the act of putting as little effort into the development of a title, knowing that it will sell on the reputation of previous games or a licence which may adorn the box'. Unfortunately, WCW Thunder here is a prime candidate for such a practice, and what is more amazing is that it manages this even more spectacularly than Acclaim's *South Park*...

In the US, a programme that airs on a Monday night, called *Monday Nitro*, is one of the three most watched programmes on network TV. One of the other two shows is also a wrestling programme, *WWF Monday Night Raw*, and when you consider that these two shows run head to head that means wrestling is very big business indeed. THQ's last wrestling game, *WCW vs NWO: Revenge*, was actually very good, and with little time left before they lost the licence to EA it seems that they have panicked and put together a dodgy PlayStation conversion to get that last mile out of the contract.

Rant over, how about the game? Well, the graphics are shoddy and jerkily animated, representing your favourite wrestlers extremely badly indeed, and the terrible heavy metal soundtrack is 'complemented' by the squealings of inane commentary. There is a limited number of moves, made worse by a horribly slow and frustrating combat engine that lends itself not so much to wrestling but to lethargic punches, kicks, and the occasional grab of somebody's hand that sends them running into the corner. Also, considering that only wrestling fans will buy this game, won't they be patronised by certain wrestlers pulling off moves that they are clearly incapable of – I don't think Hogan has ever done anything as athletic as a dropkick and Curt Hennig never has, or never will, pull off a frankensteiner/huricanrana.

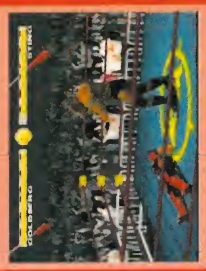
WCW Thunder is a horrible

GRAPHICS

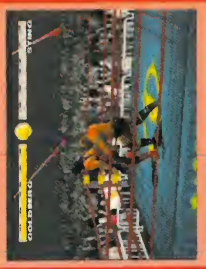
Thunder is right down there with the very worst-looking games on the N64. Jerky, badly animated and just bad generally!

Software supplied by: Project K

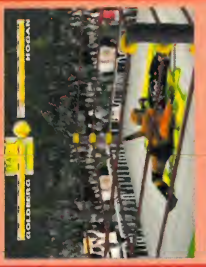
BUSTED!



Pick Goldberg if you want to win the tournament, as he's probably the best all-round character.



Press back and C-right to send you opponents running into the ropes, then by C-left at the correct time for a clothesline to knock them down.



Elbow drops with left C are a good way to wear down an opponent who is on a horizontal base (lying down).

Ascend the turnbuckle and hit your opponent with a powerful leg-drop and they should be ready for the 1, 2, 3!

game in every way you could possibly imagine, not offering anything that anyone should be interested in – the best bit of the PlayStation version is the video footage of each wrestler shouting, and the N64 version - for obvious reasons - does not contain that!

Don't lose heart , as wrestling games can work. *WWF Warzone* is brilliant, and THQ's last effort, *...Revenge*, is a superb title in its own right, which makes it even more suplex... sorry, **perplexing** that THQ didn't keep doing what they did before... you know, when they got it right?

RATED BY: JON **TOTAL N64**

TOTAL N64 PLAYED & RATED

Very bad...hopefully THQ will learn their lesson and never push anything so poor in our direction again.

ACID TEST

+ Err...err...well...umm...look behind you! [Jon legs it].

– Graphics, sound, playability, longevity, etc., etc.

39%

GUTTER SUPERSTARS

WCW Thunder features a whole range of major wrestling stars, most of which made their name in the WWF. Here are some of the biggest names in American sports-entertainment.

Canadian star Bret Hart tussles with the face-painted master of the scorpion deathlock, Sting, who 'can't' he 'can't' he 'can't stand losing'.

Monstrous newcomer Bill Goldberg (this guy is more animal than human) sends the 'People's Champ' Diamond Dallas Page running for his life!

This is the man that rui...sorry, made the sport what it is today, Hulk/Hollywood Hogan (the one in the horrible bandana!).

'Big Sexy' Kevin Nash (TAFKA Diesel) is one of the Big Cheeses in the New World Order, the renegades that are trying to take over WCW.

SHOW ME SOME MOVES!

WCW has, well, a few moves for you to get to grips with. Here are some of those that crop up the most often.

Having lost his equipment at the airport, Goldberg needs to improvise if he wants to pump iron!

This is a tombstone piledriver, not page 42 of the *Kama Sutra*. Scott Steiner is about to be dropped heavily on his bonce!

Scott Hall hoists up his opponent for an almighty, canvas-shattering powerbomb.

With his opponent motionless in the corner, Raven mounts the ropes and prepares to give Nash a thorough pummelling.

Raven executes the most feared of all wrestling manoeuvres, the dreaded 'shove'.

REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
NINTENDO	HUDSONSOFT	£44.99	19 MARCH		PAL	MEMORY PAK	YES	NO

MARIO PARTY

Is there no way we can keep the short fat Italian off our games console?

Following successful appearances in *Super Mario 64* and *Mario Kart 64*, as well as cameo appearances in other games and with the impending release of *Smash Bros*, the mustachioed one seems to be involved with almost everything Nintendo throw at us these days.

Now he fronts one of the largest Nintendo software packages to date, featuring some 60 subgames. The compilation sees Mario inflating balloons, grabbing toys and rowing boats and is largely aimed at encouraging four-player frolicking. The title suggests it's a party and if Mario's bolognese is, at best, edible then we could be tempted to put on a hat and dance a conga to his whistling whine... vol-au-vent anyone?

This could well be the board game of the millennium. As cardboard and paper-based products become evermore offensive to the environmentalists, the new breed of family fun could well be in the innovative hands of Nintendo already. Mario Party is designed with four players in mind and features all the elements one would commonly associate with the family pastime. Dice rolling, coloured squares and forfeits come in a variety of forms and with the an incentive to collect stars and coins, rivalry and the competitive spirit remains throughout the entire game.

As one would expect from a Nintendo game like this, bright colours and rainbows are again the order of the day.

Bowser has once again managed to get himself involved in a Mario game... and surprise, surprise, he plays a baddie.

GRAPHICS

Every sub-game has a basic graphical structure, and the characters are all perfectly drawn with excellent detail added to each. Donkey Kong keeps fainting and Luigi keeps breakdancing and it all looks visually stunning.

You play Mario Party in an identical manner to conventional board games but with a choice of character from the cream of Nintendo's library. Mario, Yoshi, Luigi, Donkey Kong, Peach and Wario are all available to play with, up to four can be selected at any one time and games can be played over several different arenas. You aim is to collect a certain amount of stars before your opponents. But the real fun is in how you attain them.

There are over sixty subgames, giving rise to two

Software supplied by: **Project K**

BUSTED!

When you're on the ball, try to remain in the centre of the island. Also, dodging out of the way of your opponent could mean their momentum sends them off the edge.

Again, the coins drop towards the centre so try to remain there.

Choose the centre square first and then aim for the next, dependant on the result of it. The game can really turn around here!

Just wriggle like mad from the word go. It won't help, but it looks really funny!

versus two, one versus three and individual modes which will help you on your way around the board. These feature some of the most outrageous and hilarious scenarios you'll ever see. Acts such as Mario dangling from a crane trying to pick up a wriggling Donkey Kong or four stars standing on beach balls on a tiny island trying to knock each other off go along way to making Mario Party not only an original concept in gaming, but a truly enjoyable gaming experience.

RATED BY: LEE TOTAL N64

TOTAL N64 + GAME BOY COLOR

★ PLAYED & RATED ★

Lots of different games and variety that even outshines a box of Quality Street.

ACID TEST

+ Has deceiving depth. Tons of variety!

− You really need four players. Quite time consuming.

92%

THE GAMES THEY PLAY

Every subgame we've played so far has been an excellent addition to the game. There are over sixty different ones in all, and each of them provide entertaining and challenging multi-player mayhem. Walking tightropes whilst your opponents fire bombs and inflating balloons with rhythmic lung power are just two of the wacky events on offer.

SUPER SKITTLES

You play the part of a skittle or a bowler.

BALLOON BURST

Inflate a giant balloon until it pops

FACE LIFT

Distort a face picture to resemble one already there.

BUMPER BALLS

Stand on balls and knock your opponents off.

PEDAL POWER

Light up the bulb with the dynamo to scare the Boo!

BOBSLED RUN

Four players, in teams of two, toboggan down a slope, reminiscent of Mario 64.

SKATEBOARD SCAMPER

Skate against each other as the road crumbles behind you.

TIGHTROPE TREACHERY

Walk a tightrope whilst your opponents bomb you.

TREASURE DIVERS

Dive for treasure whilst avoiding sharks.

MARIO BANDSTAND

Either conduct or play in a brass band.

CRAZY CUTTERS

Use a drill and cut out a stone shape.

REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
CULTURE BRAIN	IN-HOUSE	£44.99	OUT NOW		NTSC	MEMORY PAK	NO	NO

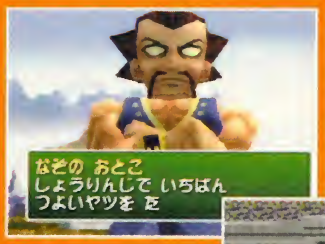
HIRYU STADIUM

ODD BODS

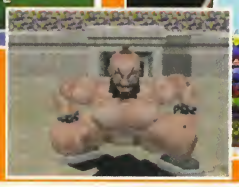
Hiryu Stadium features some of the oddest looking characters you'll see this side of Bristol. From some weird looking faceless beings with big sticks to fat blokes sporting nothing but underpants and facial hair, there is no limit to the unsightly sorts on offer.

Reaching those haemmorhoids can be a right pain in the...

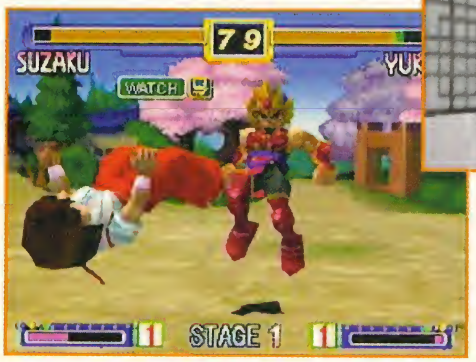
Anyone remember The Ultimate Warrior from the WWF?

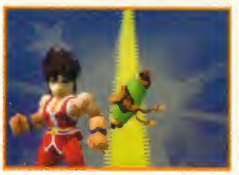


This guy looks very much like Heihachi from the Tekken series. Where's his eyes!



In true Japanese style, fluffy pink trees and red flared trousers are the order of the day.





Punch, kick, it's all in the mind.This kind of frustration is common among N64 owners for one very obvious reason...

Once again us poor N64 owners have been starved of the free-for-all, fisticuffs of a serious 3D beat 'em-up. And it is no surprise that nine out ten acts of thuggery committed on the streets have been largely caused by the N64 fraternity. Why? Because unlike the PlayStation we have been living on the mere morsels of average fighting games such as *Killer Instinct* – one of Rare's more embarrassing moments – and having to gawp in envy as our console rivals revel in the beauty of *Tekken 3* and *Virtua Fighter*. Obviously the initial statistic is a blatant fallacy – most of them generally are though – but as far as the beat 'em-up genre being under-represented on the N64 goes, it is very much one of those things that we have had to live with. Things do appear to be turning the proverbial corner, though. Hiryu Stadium, or (European translation) Flying Dragon, is due to hit our shores in the coming months, but the circumstances surrounding it are slightly bizarre. For Hiryu Stadium is the very similar follow up to the original *Flying Dragon* and is subsequently the first PAL release of the two games. Sounds odd, doesn't it! All it actually means is that Hiryu Stadium is a Game Boy compatible sequel and the PAL version will not harbour those options, and won't be the sequel. Enough, enough!

ACCESSIBLITY

It's easy enough to get fighting. However, the Story mode and some of the other in-game options are impossible to decipher unless you are of Japanese extraction and speak the language – best wait for the PAL or American version.

Looking and playing like a squashed version of *Tekken 3* on the PlayStation, you play one against one fighting with many different characters, utilising many different button combinations for a multitude of intricate moves. Extra characters can be unlocked as you progress through an enchanting story mode and there are so many moves available, it'd probably take you years to figure every single one of them out.

The story mode is a charming, yet dreadfully dull, option and the plot appears to be one of

Software supplied by: **Project K**

BUSYED!

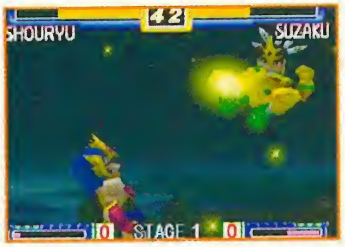
Just one of the special moves that can be performed by the Ultimate Warrior-esque character is an "inter-dimensional" powerbomb.

(Pull back on stick and press bottom 'C') This will make you hurl your opponent into the air.

(Press the left 'C' button) He opens a porthole to another dimension and grabs his opponent as they're suspended in space.

He re-opens the porthole and, whilst still grabbing on, brings said opponent back to Earth.

With a flash of lightning he lands mercilessly on top of opponent for an energy-sapping combo.



common nature. Avenging the cruel assassination of your master, you set out to tackle all manner of man and beast to retain his honour and bring justice back to the land of… blah, blah, blah.

Fights seem to take an age to advance to and everything – as one would expect from a Japanese game – is written in the oriental language.

It'd be advisable to wait for a PAL release instead of heading off towards your local importer, but you couldn't be blamed for buying a Jap copy on import.

RATED BY: LEE TOTAL N64

TOTAL N64 + GAME BOY COLOR

PLAYED & RATED

Alright beat 'em-up, but you'd probably be best waiting for Flying Dragon which is due out soon.

ACID TEST

+ Fast, fighting action with some cool moves.
− There is nothing new or original. Everything is written in Japanese.

70%

POWER MOVES

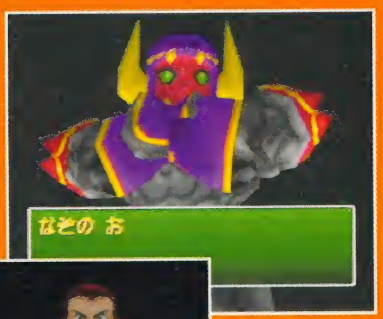
Each character has their own special move instigated by the right 'C' button on the pad. These come in a variety of different forms and can feature dragons and mystical creatures or just sparkling, energy sapping combinations. Every one looks pretty spectacular though.

One of the most impressive movess sees you summon this frightening dragon!

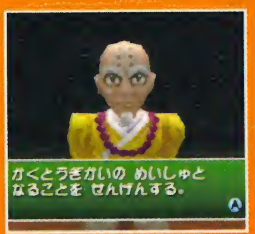
In a very similar vein to *Tekken 3*, leg-snapping moves and multi-limb-breaking combos are all part and parcel of the action.

JACKANORY

Just as *Tekken 3* features a storyline, Hiryu Stadium has one as well. Don't expect to see much in the way of FMV though. Apparently the Japanese generally prefer the 2D flat cut outs that seemingly glide on and off screen to any virtual movie action. Still, it'd probably be better if we could understand the text.



This guy on the right is very pink. Look how pink he is. Isn't he pink? My word, what a pinky!



After a gruelling battle, you can expect to see lots of arm-waving and happy jumping…

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Every month, Interaction will bring you the best guides and tips anywhere, and it will also give you the chance to contribute to this wonderful mag. Send in your letters, questions, tips, reviews, pictures, high scores and anything else you can think of, and you may win a prize.

ZELDA GUIDE 71

At last we've come to the end of our fully comprehensive guide to the game of the decade. Maybe now you'll all be able to get on with the rest of your lives for a while...

BURNING ISSUE 60
We trawl through the Nintendo universe to have a mass debate about subjects which YOU feel strongly about. What do you think?

ART 62
This is the section which puts Picasso to shame, our very own rogue's gallery. Send in your pics and make a Jackson Pollock of yourself!

READER REVIEWS WRITE ON 63
This reviewing lark's easy isn't it? Think you can do it better than we can? We very much doubt it, but you can at least try!

THE TIPS INDEX BUSTED! 65
We undo the brassiere of morality, and get our tips out for everyone. If you're stuck and you don't know where to turn, check it out!

GOLDENEYE MASTERCLASS 92
This is the section for those people who really want to be the best at Rare's brilliant game.

HIGH SCORES 94
If you have no trouble scoring, then send us photographic or video proof and we'll print it!

TOTAL RECALL 100
Total N64's thorough round-up of every game on the N64. We've played all of them!

THE BURNING

Write to: The Burning Issue, Total N64, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

The Burning Issue this month is whether Nintendo are guilty of ignoring their adult ownership. We have scoured the plains of journalism for some industry professionals with time enough to tell us what their views on the subject were. What do you think? Is Nintendo's corporate image to blame for giving us the impression the N64 is a console for the younger generation? Is it a console for kids? Do you agree with the letters on this page? If you have a comment about this subject, or any you think is worth mentioning, drop us a line or e-mail us at the address above.

MAGIC-MUSHROOM FUELLED ORGY

TN64,
Nintendo's fluffy image is one that exists only in the minds of certain people in the industry, not in real life, where research has proven that the majority of N64 owners are over 18.

Think of the N64's earliest games. *Blast Corps*: not cute or kiddie. *Pilotwings*: far too in-depth and serene to appeal to children. *Turok*: hello, is that guy spasming on the floor while blood shoots out from his neck? *Wave Race*: appeals to the cool snowboarding culture. *Shadows Of The Empire*: everyone knows *Star Wars* fans are the 20-40 year age bracket. *Mario 64*: could be described as cutesy, or could be described as a piece of abstract art originating from a magic-mushroom fuelled orgy.

How many 'kiddie' games does the N64 have now? Around ten, to be quite honest.

Nintendo may have been cautious about licensing games which are very gory, but since when

did gore stand for adult games? The mentality of being turned on by someone's head falling off is one that is highly child-like in origin. I find *Turok 2*'s cranial bore funny, but only in the same way that I found *Evil Dead 2* funny when I was twelve. *Pilotwings* is a far more enjoyable 'adult' game than *Resident Evil* ever was.

So if it is not from the games, where does this kiddie image come from?

Nintendo's marketing. They decided to market towards the young teenager, while Sony looked at the aspiring snowboader/DJ by getting machines into the Ministry Of Sound and backing a lady whose assets are her beef bazookas rather than her finely tuned gameplay. A mistake which has cost Nintendo, yes, but at the end of the day it is the products that we can buy in the shops that matter, and Nintendo are providing very well for adults in this area thank you very much. Me? I'm off to visit my mushroom friends in the magical castle...

Jon Austin, TOTAL N64

HIGH-HANDED MEDDLING

TN64,
While on the one hand we are well used to getting infrequent über-games like *Goldeneye*, *Zelda* and (eventually) *Perfect Dark* it does seem that the rank-and-file games being made for the N64 don't have as much effort put into them as these epic life-changing titles. It's a sad day when the sluggish and lumpen *WCW vs NWO: Revenge* is rated as the best beat 'em-up on the console while only the sublime *1080° Snowboarding* can be seriously considered as superior to the most humdrum PSX racing game. What is it about these two genres that programmers can't seem to get it right? The machine is well capable of course, but all we get is nobby stuff like *San Francisco Rush* or conversions of smugly proven PSX games (although *WipEout* is quite frankly nowhere near as playable on the Nintendo incarnation for some reason). Could it be the high-handed meddling of the Nintendo corporation discouraging established and obviously skilful PlayStation-based developers from branching out into the Nintendo? Even middling games seem to get rapturous receptions in the press and from the public alike, desperate to play something new they can be proud of. What with the Dreamcast and PlayStation 2 soon to hog the limelight it'll take a serious heating up of the N64 games scene to claw back any kudos the console had and eject the kiddie image it's been lumbered with. By the way isn't it time for a Nintendo mag that doesn't look like it's been designed for use on Children's BBC? Over half of all N64 owners are adults, so surely the gap in the market is there for some skilled individuals such as yourselves to look and act maturely. I for one would buy it gladly.

Christian Slater,
STATION Magazine

ISSUE

GAMESTER LMP

From next month, Gamester will be providing us with some top quality prizes for your opinions on the hottest Nintendo subjects. We will give the 'star opinion' a G3 steering wheel and six lucky runners up will get a pad and a Tremor Pak with 1MB of memory. This should be reason enough to send in your views.

SHAKE A STICK

TN64,
I've been playing videogames for about fifteen years now, so I've seen the industry grow from the torturous days of tape loading times on Spectrum to the N64 itself. With every new generation of machine, I've been what they call an early adopter and the N64 has been no exception. I bought my '64 on the day of release and I've stuck with it through some very lean times, where there's been less quality software released than I have reproductive organs.

I bought an N64 because it represented the pinnacle of gaming technology available on these shores. I want to play the greatest games possible – it's as simple as that! And what did I get in return for my loyalty? More pimply kiddystultifying cutesy cartoon romps and cuddly carts than I could ever want to shake a stick at.

In case Nintendo missed a crucial point, it isn't just children who play videogames these days. There are a lot of twenty-somethings out there who feel patronised by the big N's insistence that everything be covered with a saccharine sweet feel good glow.

If the N64 is to really compete with the cool for cats PlayStation, it's going to need more adult software and lots of it, too.

Steve Takle, TOTAL PLAYSTATION

PLUMBER-LED FANTASY DRIVEN VIRTUAL REALITY

TN64,
I don't think it's really a question of whether Nintendo look after their adult audience or not, so much as do they look after any particular audience? You see Nintendo don't seem to acknowledge any particular demographic other than their own. It's almost as if they consider there to be a Nintendo world that transcends the actual one in which the consumers live. Consider the facts – they produce remarkably cute games that are so tough that the very kids they appeal to would not be able to complete them without the help of an adult. And while most Nintendo 64 games give the impression of being produced for a younger audience, their very price tag means that they are only affordable to older gamers. The emphasis from Nintendo has always been on family gaming, hence the four joypad ports at the front of the N64, yet have you ever seen a whole family sit down and play a videogame? It just doesn't happen.

Unfortunately for them, Nintendo are living in a rose-tinted past when people were happy to live in their plumber led fantasy driven virtual reality. But, as Sony have proved, gamers today are demanding far more reality, far more aggression and far more adrenaline inducing thrills than Nintendo seem prepared to deliver. In fact, *Goldeneye* apart, I would say that if it hadn't been for third party developers like Acclaim with *Turok*, older gamesplayers would have grown weary of this ocean of cutesy 3D fun a lot sooner than they have and jumped over the side of the good ship N64 along time ago. I mean, the console is over two years old and it still does not have a decent beat 'em-up! Even its best racing game is an old PlayStation title – *WipEout 64*.

No, in my opinion Nintendo's inability to accept a change in the world videogame climate and attempt to appeal to an older, more selective gamesplayer, may just prove to be their downfall. There will always be a loyal group of Nintendo enthusiasts, but they have denied themselves any chance of emulating the popularity of Sony's PlayStation by simply not recognising the demands of a marketplace in transition.

Dave Perry, Publisher

DRINK BEER, WATCH FOOTBALL AND HAVE SEX

TN64,
There has been some debate raging as to whether or not Nintendo adequately provide for the adult share of the gaming market. While everyone knows that children love to play all sorts of games, let it not be forgotten that adults do too, although some of their games – eg. in casinos – are more serious. It is great for children that Nintendo have sanctified the release of a whole pantheon of 'cute' platform games and only now are they starting to address the adult market.

The horror genre is one that is being explored with the likes of *Turok 2* and *Castlevania*, but what about other adult themes such as sex (shock!) or interpersonal relationships? While *Lula* on the PC addresses the former issue to a fairly light hearted degree, much to the distaste of some of the more conservative elements of society, I don't know of any game other than the PC's *Tender Loving Care* (which is more like psychoanalysis than gameplay) that deals with the latter. These subjects may be unsuitable for children yet would surely be of great interest to adult players. I feel that a game concerned with interpersonal relationships would also appeal to women, another market that is relatively unconquered by the gaming industry. After all, do many blokes read Mills and Boon books or watch 'weepy' movies? Nah! It's the ladies! Many of them like that emotional slush while I'd rather drink beer, watch football and have sex. How about you?

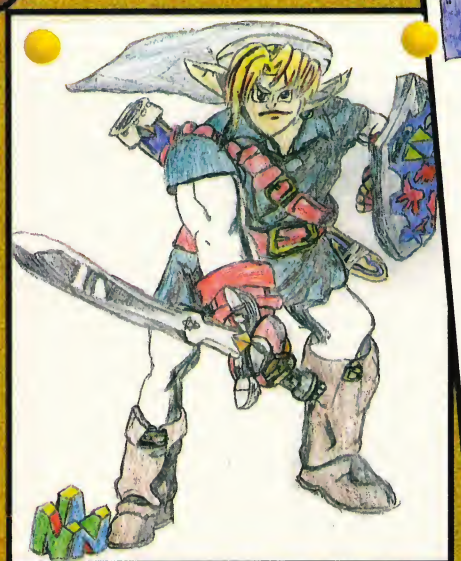
George Davies
wud@easynet.co.uk

ART

This is the page of the mag where your artistic skills are rewarded with some fantastic prizes from our friends at Fire. We encourage you to draw or paint anything that you think will make our eyes bleed with pleasure...Oh, and don't forget to send a photograph with your art, we want to see those smiley faces.

JAMES McILKENNY (11)
GOUROCK

CASEY HOYT (15)
IOWA, USA



EDWARD KNIGHT
BRISTOL

MARK WHAPPLINGTON (13)
PORTSLADE

DANIEL COLES (14)
NEWPORT PAGNELL

SEND YOUR ARTWORK TO: Art, Total N64, Rapide Publishing, 48 New North Road, Exeter, EX4 4EP.

READER REVIEWS

write on...

WRITE ON

GOLDENEYE 007

Let's face it, it's the game that has sold the N64, but why? What's so cool about being James Bond? Apart from the fact that he is a spy, he is a silly, sexist fictional character who kills indiscriminately – is this the type of family-friendly hero Nintendo should be proud of? I don't think so.

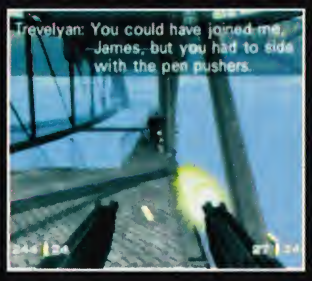
What about the game? You get to play 18 levels (plus two bonus levels) but you have to play them three times over to complete the game. Some of them are awful; the tank level being a prime example. Repeating the levels over and over again might add to the overall longevity of the game but you have to wonder how many people are going bother – I know that I haven't.

What about the multiplayer game? It's too slow, the graphics are incredibly grainy in four-player mode and whilst you might have a wealth of options to make it more exciting you only ever utilise a few of them, such as the Power Weapons or the Proximity Mines so the rest are a bit pointless.

If the best that the N64 has to offer is such an old game then developers ought to pull their collective fingers out and develop better newer games that fully utilise the N64 capabilities.

Howard Asquith
Yorkshire

75%



SEE YOUR NAME IN PRINT AND BE THE ENVY OF YOUR MATES BY SENDING YOUR REVIEWS OF ANY N64 GAME IN TO:

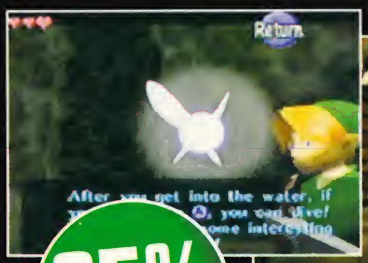
TOTAL N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP

write on...

THINK THAT YOU CAN DO BETTER THAN THE HIGHLY TRAINED WRITERS ON TOTAL N64?

We can't always get it right – maybe you are one of the few people who actually liked *Aero Gauge*. Well here's your chance to defend the games that we have criticised or even slate a game that we reckon is top notch – it's your choice. So get to it! These reviews are a bit long, but as it's a new section we'll let 'em off, ideally though we'd like your reviews to be as concise as possible (100 words or so) with a percentage score at the end. What are you waiting for?

ZELDA: OCARINA OF TIME



85%

I waited and waited for *Zelda*, the screenshots and review in TOTAL 64 promised me that it would be the game of the decade. So imagine my joy when I got it for Christmas! However, having played it quite a lot I am getting very bored of it. You wander around and try to talk to people, realise that you are lost and wander around some more until, by chance, you speak to the right person or find the right area to be in – it all seems a bit linear to me at times.

There are some fantastic moments though, especially the sub-games like the fishing bit. But you have to work so hard to get to them.

No doubt *Zelda* is a great game, but the sheer size of it is scary and you have to play for such a long time to get anywhere – it's not like you can just play for 20 minutes and then do something else, you have to set aside a whole afternoon or weekend if you want to really enjoy it.

I want to love this game but I am not sure if I will ever complete it especially when there are so many other games that you can pick up and play for a little while (especially with friends) and then leave it alone. Then you have to take into account the fact that if you do complete it then you will never play it again, not like *Mario Kart 64* or *F Zero-X*.

I am sure that many people will love this game, but I prefer to play games with my mates.

Kenneth Jones
Stoke-On-Trent

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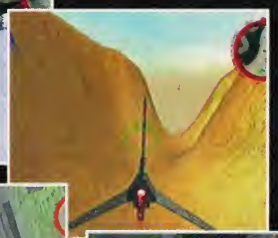
BUSTED!

CHEATS

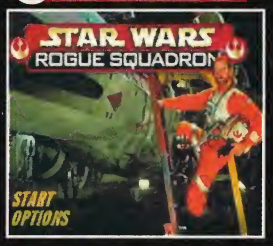
ROGUE SQUADRON

PLAY THE HIDDEN LEVELS

Enter DEADDACK on the password screen to open the three bonus levels – race the T16 Skyhopper through Beggar's Canyon on Tattoine, take your X-wing on the Death Star trench run and give the rebel transports time to get away in the Battle of Hoth.



GET BEARDED UP



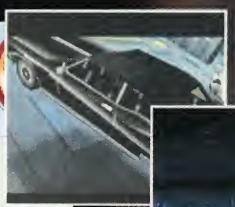
Input HARDROCK on the password screen, then return to the game's main menu. When the demo mode starts, press A, and when the title screen reappears, Luke will be gone and in his place will be a strange guy with an even stranger beard upon his face. What's it all about? We don't know! We're bonkers us!

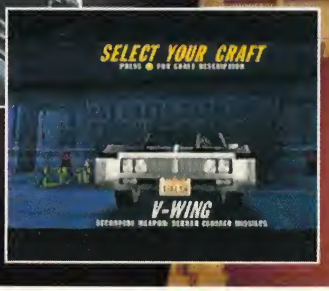
SEE THE DEVELOPMENT TEAM

We don't know why you'd want to see these guys, but if you do then enter BLAMEUS on the password screen. They're an interesting bunch and if you look long and hard at each one you can see a small resemblance to Chewbacca in each of them.

FLOATING BLACK CADDY

We don't know why this wasn't considered for the original movie. If you have a passion for flying cars, then enter KOELSCH on the password screen. As if by magic, the car will fly and will be complete with rear tail lights shiny wax finish.





BUSTED!

FIFA SOCCER '99

Atlanta Attack team
Win the Champions Cup as Brazil under the professional difficulty level.

Finding Ronaldo
Ronaldo may be found in the game under the guise of 'Calcio' on the Inter Milan team.

NIGHTMARE CREATURES

Cheat mode
Enter one of the following passwords, then choose the 'Start' option to display a cheat menu with unlimited lives, play as a monster, and use the level select options.

4, 8, C-Down, C-Left, C-Right, C-Up, C-Left, 2
C-Down, 8, C-Up, C-Left, C-Up, Left, C-Down, C-Left
C-Down, 8, C-Up, C-Left, C-Right, Left, C-Left, 8
C-Down, 8, 4, 2, 2, C-Left, C-Left, C-Right

Level 2: 8, 2, C-Up, C-Down, C-Up, Down, 4, C-Right
Level 4: 8, 4, C-Up, C-Down, C-Up, 4, C-Up, C-Right
Level 5: 8, C-Down, C-Up, Left, C-Up, C-Left, C-Down, 4
Level 9: 8, 6, C-Up, C-Down, C-Up, C-Up, C-Right, C-Right
Level 11: 2, 4, C-Up, 2, C-Up, C-Right, C-Left, 8
Level 13: 2, C-Left, 6, C-Down, 8, C-Down, 2, 8
Level 14: 2, C-Down, C-Right, C-Left, C-Up, C-Up, 4, C-Up
Level 16: 4, C-Left, C-Up, C-Left, C-Up, 2, C-Right, C-Left

More Inventory Items
Each time a weapon is upgraded, the items in the inventory will be increased by five.

CHEATS

MARIO PARTY

BOWSER'S MAGMA MOUNTAIN STAGE

Complete the first six stages and try to collect over 1000 coins. You have to buy things in the shop, including the key to the Magma Mountain, while playing in those stages. If you manage to achieve this, Magma Mountain can be played.

Eternal Star Stage
Get 100 stars in the Magma Mountain stage. A special event will appear. The Eternal Star stage will appear after that.

Special Shop Items
Complete the Eternal Star stage. The ending sequence will appear. After that, special items can be bought in the shops.

Alternate Title Screen
Complete the game with any particular character to feature that character as the main character on the title screen.

Extra Songs
Purchase the record from the Mushroom Shop to unlock extra songs on the Bowser's Magma Mountain and Eternal Star stages.

Get Coins Easily
Select three characters. Stop at the final round of game and turn all the CPU players into players 2P, 3P and 4P. All the stars and coins may now be easily collected.

BUMPER BALL MAZES 1, 2, AND 3

Complete Mini-Game Island by beating Toad at the Slot Car Derby 2 to get the first Bumper Ball Maze. Beat all 50 mini-games at Mini-Game Island to get the second Bumper Ball Maze. Set new records on both of those to unlock the third Bumper Ball Maze.

CRACKED IT!

MILO'S ASTRO LANES

MEGA BALL

Press 4 (twice) 6 (twice), 4, 6 while your character's ball is rolling for a giant ball. A sound will confirm correct code entry.

WHITE DWARF BALL

Press 6 (three times), 4 (three times) while your character's ball is rolling for an extra heavy ball. A sound will confirm correct code entry.

BOOSTER BALL

Press 6 (twice), 4 (twice), 6, 4 while your character's ball is rolling for a extra forward push. A sound will confirm correct code entry.

CLONE BALL

Press 4 (three times), 6 (three times) while your character's ball is rolling for three balls instead of one. A sound will confirm correct code entry.
Note: Only one code can be enabled per turn and a total of three codes can be used during a match.

NFL QUARTERBACK CLUB '99

Cheat Mode
Enter one of the following codes on the cheat menu to activate the corresponding cheat function. A buzzing sound will confirm correct code entry.

Effect & Code	
Thin players	TTHPCK
Fat players	MRSHMLLW
Short players	SHRTGYS
Alien stadium	SCLLYMLDR
Ball always fumbled	BTTRFNGRS
No fumbles	STCKYBLL
Big coins during toss	BGMNY
Big football	BCHBLL
Increased injuries	HSPTL
Eight downs available	DBLDWNS
Electric football mode	XTRVLTG
Rugby mode	RGBY
Racquetball mode	RCQTBLL
Slow-motion mode	FRRSTGMP
Turbo mode	TRBMN
Kickers never miss	PWRKCKR
Flubber ball	FLBBR
Slippery field	SLPNSLD
Pylons on field	PWRPYLNS
Players bounce like pinballs	PNBLL
Players on fire	HSNFR
Unlock all extra teams	XTRTMS
Start game with 12 points	BLOWOUT

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BANJO KAZOOIE Must be on codes
DE000400 0000
8124C628 1700
812874C4 1700
812D3F80 1300

Infinite lives
8038696B 0009

INFINITE HEALTH
80386963 0008
80386965 0001

Infinite red feathers
8038694F 00FF

Infinite gold feathers
80386953 00FF

Infinite eggs
80386947 00FF

Infinite notes
80386943 00FF

Infinite air
8038696E 000B

Infinite jigsaws
803869AB 00FF

Infinite skulls
803869A7 0008

WCW V NWO REVENGE
Infinite Time
800FAF87 0000

Extra Characters
8107F07C 3F03

Maximum Spirit P1
800F9D25 00FF

No Spirit P1
800F9D25 0000

Maximum Spirit P2
800FA0D5 00FF

No Spirit P2
800FA0D5 0000

Maximum Spirit P3
800FA485 00FF

No Spirit P3
800FA485 0000

Maximum Spirit P4
800FA835 00FF

Always Special P4
800FA8450008Total

notes all areasd
803869D1 0064
803869D3 0064
803869D5 0064
803869D7 0064
803869D9 0064

NB. Due to the limits of the cartridge not all codes can be switched on at once. Please only have the codes that are necessary switched on at one time.

ALL CODES ARE SUPPLIED BY DATEL DESIGN AND DEVELOPMENT LIMITED.

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JAP Beatmania CALL
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USA Parasite Eve £45
USA Brave Fencer (FFVIII DEMO) £47
USA Silent Hill CALL
USA Xenogears CALL
USA Soul Reaver MAY
USA Busta Groove £45
USA Lunar Silver Star Story APRIL
USA Clock Tower 2 £45
USA Syphon Filter CALL
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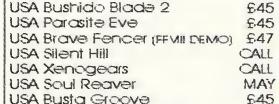
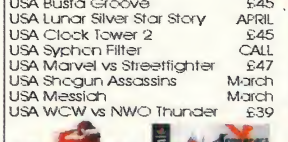
USA Messiah March
USA WCW vs NWO Thunder £39



USA FINAL FANTASY VIII PLAYABLE DEMO WITH BRAVE FENCER



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BUSTED!

S.C.A.R.S.
Enter the following passwords on the options menu:

LGSSSX - Crystal Cup
CRKKYY - Diamond Cup
DZPKKK - Zenith Cup
PXPRTS - Master Code: Unlocks all tracks and cars.
SDSSRT - Scorpion Car
TRITLL - Cobra Car
NRNNRR - Cheetah Car
YMSTTR - Panther Car

NHL '99

BIG PLAYERS:
Enter BIGBIG as a code.

BIG HEAD MODE:
Enter BRAINY as a code.

VIEW ENDING SEQUENCE:
Enter VICTORY as a code.

FASTER GAME PLAY AND CLOCK:
Enter FAST as a code.

ALTERNATE GOAL SOUNDS:
Press Z when the instant replay begins after scoring a goal. Keep on pressing Z to hear various sounds and hold Z to play the current sound.

TURBO MODE:
Enter SPEEDY as a code.

EA BLADES AND EA STORM TEAMS:
Enter FREEEA as a code.

CHEATS

BATTLETANX

CRACKED IT!

INVINCIBILITY
Enter the password MSTSRVV.

UNLIMITED LIVES
Enter the password LVFRVR.

EVERY WEAPON
Enter the password PLVRZM.

UNLIMITED AMMO
Enter the password LTSFBLLTS.

INVISIBILITY
Enter the password CRSTLCLR.

ALL GANGS IN CAMPAIGN MODE
Enter the password LTSLTSGNGS.

STORM RAVEN'S GANG
Enter the password WMNRSMRTR.

FROG MODE
Enter the password FRGZ.

TOAD GANG
Enter the password TDZ (this replaces Queen Lords with Toads).

RUN STORY MODE
Enter the password CDPLT.

PSYCHEDELIC VIEW
Enter the password CNCTHRTM.

SPINNING VIEW
Enter the password HVRL.

SUICIDE
Hold C-Left + C-Right + C-Up + C-Down.

MULTIPLAYER WEAPONS POWER-UP
Begin the game in multiplayer mode and collect one weapon (not Grenades) at least 15 times. Target an opponent and press A + B to fire a powered-up version of that weapon.

LEVEL PASSWORDS
Enter one of the following passwords to start at the corresponding level with the Nuclear Knights gang.

Level	Name	Password
1	Ground Zero	FRHBMCTNTK
2	The Tunnel	LHTSPMFRGS
3	Times Square	NGLFFPTTFP
4	Strangle Hold Bridge	SHPPNRVWGB
5	Bonus	MRFFCRTKP
6	Heartland	LPGCVBBJCF
7	Lake Shore Drive	GLWHJCRNLK
8	State St.	KMKJTMHRNS
9	Bonus	FLWWFCWNRK
10	Armageddon Highway	WSMBCPVRWS
11	Area 51	CGJWVRGLNM
12	Fremont St.	KVVLHFHWTB
13	Bonus	FCLPJRWTMP
14	Crimson Gate	TMFNJMKJGF
15	Wharf	PPJLJHRCVV
16	Bonus	LNKNSWKGTH
17	Q-Zone	WMNRSMRTR

GLOVER

1. Enter a level and pause game.
2. Enter cheats by deliberately and slowly pressing the yellow camera keys.
3. After the cheat has been entered, confirmation will appear and the game will continue.

Please Note: These cheats are not intended for normal gameplay, so you may experience problems if you use a cheat or a combination of cheats.

The following cheats are really useful for beginners:
Open Portals: UP, RIGHT, RIGHT, DOWN, LEFT, DOWN, UP, RIGHT.
All cheats off: DOWN, DOWN, DOWN, DOWN, DOWN, DOWN, DOWN, DOWN.
Locate Garibs: LEFT, UP, RIGHT, DOWN, LEFT, UP, LEFT, LEFT.
Infinite Lives: UP, UP, UP, UP, UP, RIGHT, DOWN, RIGHT.
Infinite Energy: RIGHT, RIGHT, DOWN, RIGHT, RIGHT, RIGHT, UP, LEFT.

TUROK

Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking. Alas, we haven't got a cheat to stop those bleeding T-Rexs from scaring the pants off you! Enter all of these codes at the cheats section:

DLKTDR – Pen and Ink Mode
SNFFRR – Disco Mode
FRTHSTHTTRLSCK – Inifinite Lives
THBST – Gallery
FDTHMGS – Show Credits
THSSLKSCL – Spirit Mode
CMGTSMMGGTS – All Weapons
BLLTSRRFRND – Unlimited Ammo

CHEATS

GEX: ENTER THE GECKO

REACHING THE TITANIC LEVEL

Go into the first main room and approach the arch. Climb the wall to reach the roof of the arch. Once on top, look for a floating square and jump on to make your way toward the Titanic TV screen.

SUPER PASSWORD

Enter M758FQRW3J58FQRW4!
as a password for all remotes with 99 lives.

STATUS PASSWORD

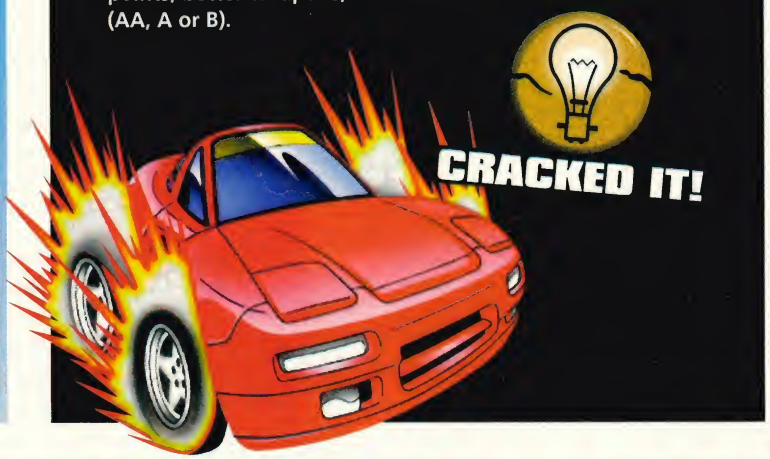
First gate opened
DPXMDGV
CVLCG5WFL
Second gate opened
C2G57FLRDQJV7FBTCN

CHEATS

PENNY RACERS

Better weapons, Extra points, Class Advancement

Win a medal on each level in a class (A, B or C) to earn extra points, better weapons, and advancement to the next class (AA, A or B).



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BUSTED!

WIPEOUT 64

Velocitar Track
Complete race mode with a Bronze or better finish.

Cyclone Weapons Power-up
Complete the weapons challenge mode with a Bronze or better finish. This power-up doubles the damage caused by your weapons.

Piranha II Ship
Complete time challenge mode with a Bronze or better finish.

Super-combo Challenge Mode
Complete all three challenge modes.

BODY HARVEST

To activate these cheats, you will need to use this key: The D-pad equates to Up, Down, Left, Right (u,d,l,r). Camera Buttons – North, South, East, West (n,s,e,w). A = a and B = b.

Using these buttons to spell the following cheats:
Surreal – Turns everything into jelly.
Durable – Gives you full health (or fuel & health if you're in a vehicle).
Arsenal – All Weapons.

CHEATS

F-1 WORLD GRAND PRIX

CAR GALLERY
Go into Exhibition mode and select Williams-Driver. You then use the Control Stick to edit his last name to "Museum." A new GALLERY option will appear.

OLD MCLAREN CAR
If you beat 1 min 23 second at San Marino you'll get a ghost car looking like an old-style McLaren to race against.

GOLD RACER
Go into Exhibition mode and select Williams-Driver. You then use the Control Stick to edit his last name to "Pyrite." Exit to the Start screen and then re-enter. A new Gold Driver will be available in Exhibition, Time Trial and Two Player modes.

HAWAIIN BONUS TRACK
Go into Exhibition mode and select Williams-Driver. You then use the Control Stick to edit his last name to "Vacation." Exit all the way to the Start screen, then re-enter. You'll find a bonus track after the European Grand Prix.

SILVER RACER
Go into Exhibition mode and select Williams-Driver. You then use the Control Stick to edit his last name to "Chrome." Exit to the Start screen, then re-enter. A new Silver Driver will be available in Exhibition, Time Trial and Two Player modes.

UNLIMITED ACCELERATION
Go to gold or silver racer and select rookie and manual. Stay in first gear and your acceleration will be unrelenting.

UNLIMITED FUEL
When you are in Grand Prix mode, go to the paddock screen. Put your fuel down as far as it will go. You will now have unlimited fuel for the next race.

CHEATS

SMASH BROTHERS

CHANGE OUTFITS
You can change your character's outfits by tapping the four 'C' Buttons at the character select screen. Some costume changes are limited to colours, but characters like Pikachu come with a funny hat.

CLASSIC MUSHROOM KINGDOM
To access the hidden classic Mario stage, beat the game's one player mode with each character. You will now find that you can access Classic Mushroom Kingdom in the versus mode.

PLAY AS CAPTAIN FALCON
To play as Captain Falcon, simply beat the game as one of the regular characters. When the Captain challenges you and you manage to defeat him, he will now be a playable character.

PLAY AS LUIGI
To play as Mario's brother Luigi, pass the Bonus Practice One for at least eight main characters and Luigi himself will challenge you. Defeat him and he becomes playable.

PLAY AS PURIN
To play as Purin,you firstly have to play a game as Captain Falcon. After you have finished the game, Purin will then challenge you. Defeat her and you will receive the second Hidden Character.

BUSTED!

THE LEGEND OF ZELDA

OCARINA OF TIME

HISTORY

It all started with the Legend of... back in the days of the NES. The second game, Adventures of Link, took the unusual approach of sideways scrolling. The SNES version came next – Link to the Past is still revered as one of the best. Link's Awakening then appeared on the Gameboy and rivals the SNES version in almost every aspect. The rest... Well, you're playing it aren't you?

PART 4

Last issue we left you searching for the Goron Tunic which took you to a door in the crater of Death Mountain. We continue the quest...

OBJECTIVE

1. Get the Goron Tunic from the rolling Goron in the City.
2. Release all of the Gorons held captive
3. Complete the dungeon to receive the Medallion

LEVEL 13
THE FIRE TEMPLE

After receiving the Fire Tunic from the rolling Goron in Goron City, head downstairs and enter Durania's room. Pull the statue out to reveal the doorway directly into Death Mountain Crater. There are two Pieces of Heart you can get in the main hub area. The first is in a small hole in the wall that you must climb down to from the other side. The other is on top of one of the smoke stacks only obtainable by planting a seed as a child in the hole near the Triforce crest. To get across to the seemingly impassable bridge you must use your Hookshot on the wooden beam on the other side of the broken bridge. Sheik will then appear and teach you a new song 'Bolero of Fire'. This will allow you to warp to Death Mountain Crater at any time and place in the game.

> **AS YOU WOULD EXPECT, LAVA AND FIRE PLAY A BIG PART IN THIS LEVEL**

As you would expect, lava and fire play a big part in this level. If you are wearing your protective tunic you can actually walk in the lava for a short period, this can be useful in certain areas. Many of the enemies use fire as a weapon and most rooms contain Fire Keese (Bats), so make sure you survey area's thoroughly and eradicate them before they get to you.

Note: Unless it is imperative to your mission that you must kill all enemies in any room, we ignore them and just give you the solution for a puzzle or tell you the route to take.

First, check out the room on the ground floor. There you will see a Goron and the Boss Chest. You are unable to do anything here at the moment but remember this for later.

Head up the stairs and go through the door on the left. Upon entering you are greeted by Darunia. He tells you that he will prepare the boss for defeat and that you must free all the Gorons from the fate that awaits them. There are a total of nine Gorons to save in this dungeon each containing a key for the next cell, so once you save one it is just a case of finding the next cell.

Make your way to the right over the platforms and stand on the switch to open the first cell. Free the Goron by talking with him and collect the key from the chest. If you need a fairy or two, head to the opposite side and smash the pots to reveal them.

Now head back out into the main room and use your key on the door opposite. You will now find yourself in a huge room with many platforms and lots of lovely lava. Firstly head east from the entrance across the

TIP In the maze area you hear a Skulltula, if you strike the wall you notice a strange sound. Use a bomb to blow the wall to discover it.

platforms, you will reach what looks like a doorway. Place a bomb next to the wall and it will reveal the door. Enter and stand on the switch to free the next Goron. Collect the key and leave.

Note: The 'Special Crop' the Gorons speak of are in fact just plain old bombs.

From here head directly across the platforms to the opposite side. You will come to a door with a Blue block above it. Enter the door and free the Goron. Remember the tip he gave you about hitting the walls with your sword and the hollow sound it makes if there is a secret behind it.

Head back out and target the Blue block above the door. Play the 'Song of Time' to move the block away from the door it is blocking. Climb up the block to get to the door above. Once inside have your shield at the ready as the floor tiles will spin their way towards you. At the back of the room is a new enemy called Like Like. These slimy creatures will suck you in and steal your shield and tunic. Killing them easily retrieves these items. The best weapon to use is your bow and arrow, two shots will finish them off. Collect the Gold Skulltula from the back wall and leave.

Now head to the locked door at the end of the bridge. In the next room leap from the ledge on the right to grab on to the mesh. Climb up and on to the platform at the top, watch out for the Keese at the top though. Jump down next to the block and push it into the hole in the middle where the fire spout shoots up. Jump down on to the block and ride it up. When you enter the next room you will see another Goron, you cannot rescue him yet so ignore it for now. Instead head up on to the lower platforms on the left. Kill the two Torch Slugs before they burn you and make you way on to the higher platform. Jump across to the opposite platform between the block and the switch. Push the block off of the end of the platform. Get down and pull the block back so that it is as far back as it can go. Get back up on to the platform with the switch and jump on top of the block you just pulled. Jump on to the next platform and climb up the wire mesh.

THESE SLIMY CREATURES SUCK YOU IN AND STEAL YOUR SHIELD AND TUNIC

Look down on the switch and activate it by hitting it with your Hookshot, this will give you enough time to climb the mesh behind you. Head through the door at the top to enter the Maze Room.

This room is viewed from a top-down perspective which makes it difficult to see what's ahead. Boulders are rife in this room and you should avoid contact with them as much as you can, but as long as you take your time you should be okay.

Head left from the door until you come to a small alcove. Striking it with your sword reveals a different sound. Drop a bomb next to the wall and it will expose a secret room with a Gold Skulltula in it. Follow the outside wall round in the same direction that you were heading in until you come to another alcove with a door in it.

Enter the door to discover another Goron to rescue, collect the key and leave.

Now follow the perimeter wall in the same direction as before. You will come to a locked door, ignore this for now and find the alcove above this area. Stand on the switch to free the next Goron and collect the key.

Now head back to the locked door that you left before. You are in a huge funnel-shaped room with a treacherous drop below. Shoot the

Another Gold Skulltula in the bag, don't forget to collect.

Take note of what the Gorons say, they have clues.

eye on the wall to release the bars that cover the middle door and enter. Collect the Dungeon Map from the chest and head back out. Unlock the door and enter, at this point look up and you will notice a lift. Remember this bit for later, you will need to play a song to the Scarecrows in Lake Hylia as a child and remember it and then play it here to call on the help of Pierre. You will also need a better Hookshot than the one you have at the moment to actually achieve this bonus section.

Now jump across on to the platform with the Torch Slug and kill it. You will notice a crack in the ground, place a bomb on top of the crack and stand back. This will reveal a tunnel down to another Goron (the one you couldn't get to earlier).

Head back up to the maze room via the wire mesh. At the top jump across to the triangular platform to one side and then across to the platform with the switch.

You will then be shown the cage on the far end of the room. Make your way safely across the numerous platforms to the cell to free the Goron, collect the key from the chest. Now head back round to the lava room with the line of fire, a door in this room requires one of your fine keys. Next to the pillars with the hearts on top is a platform with a door, jump from the mesh platform to reach it.

Head through the hallway to the reach a locked door. Inside you will see another Goron in a cell, you cannot access this cell from here so don't worry. Instead head through the door at the end to find yourself

"YOU ARE IN A HUGE FUNNEL-SHAPED ROOM WITH A TREACHEROUS DROP BELOW"

cavernous room beyond it. Jump down and head to the right of the main tower in the middle. You will encounter fake doors in this room, if they start to wobble when you try to open it run away fast. You can destroy them by placing a bomb next to them, this can be essential as they sometimes hide switches.

There is also another maze situation, this time the walls are made of fire so be careful when trying to avoid the boulders.

Head to the door on the outside wall to discover the Compass.

Now make your way to the left of the centre tower and through the maze until you in another fire maze room. Locate the floor switch and make your way to it through the maze. The switch will deactivate the wall of fire at the end of the room. Run to the platform before the flames reappear. You will now be faced with a rubber door, place a bomb next to it and stand back. It will reveal another door for you to go through.

You will face a new enemy in this room, the Flare Dancer. The best method of defeating them is to use your hookshot on the head of the enemy to pull it away from the main body section. Once isolated the little head will run around the centre platform. A good way of catching this little critter out is

TIP As you enter the maze room look up and you'll see a lift. Play the Scarecrow's Song to make Pierre appear. He gives you a helping hand.

to wait behind the block in the middle until the head runs round towards you. At this point leap out and strike it repeatedly with your sword, after a few hits it will jump back into the flames and return to its body. Repeat this until it eventually dies.

Once dead get up on to the platform in the middle and ride the lift up. Exit through the door at the top. In the next room make your way up the first mesh wall and fire down at the switch with your hookshot (it can be tricky to get the switch into view but it is possible). Quickly turn around and climb the second mesh wall before the flames return.

You will then find yourself in a huge circular room, find the switch to deactivate the flames around a chest at the top of the room. This is timed so you'll have to be quick. Make your way up the narrow set of steps on the precarious ledge to the top to receive the Megaton Hammer. With this new weapon you can destroy things that your bombs couldn't. You can also use it to pound certain blocks and statues.

Head back down to where the block was in the floor near the switch and pound it with your new hammer. The block will fall to the floor below, follow it down. In the room below there is a totem statue, use your hammer to bash them out of the way to reveal a door. In the following room use your hammer on the top of the block sticking up from the trench. This will lower the floor to create a set of steps leading down. Grab one of the wooden crates at the top before heading down. Place the box on the blue switch at the bottom to keep the door open. In the next room bash the block with your hammer and ride the platform down. You will find yourself back in the large fire maze. Climb up to the platform above you and hit the rusted switch with your hammer to open the door. In the next room you will see a blue block on the opposite side, play the 'Song of Time' to remove it. Now jump across the gap to the other side (you will just make it) and hit the rusted switch to open the Goron cage below.

Jump down and talk to the Goron, get the key from the chest and head back up the block and out of the door you entered by. Jump on to the block in the centre and pound it with your hammer. You will now find yourself facing the Boss Room, but where's the key?

Go through the door opposite the Boss Room back into the main lobby. Head down the steps and take out the statues in front of the door on the right side of the room. Unlock the door and enter, kill all the enemies in this room to open the next door.

In the next room guard against the flying tiles with your shield and shoot the Like Like. Collect the Gold Skulltula from the back wall and leave through the next door.

In this next room you will be up against anther Flare Dancer. Use the same grappling technique as before and then strike the little body section as it runs around the centre platform. Once dead a new door will open.

You will come to a rusted switch, hit it with your hammer and free the last Goron. In case you hadn't noticed the Boss room key resides the fancy chest here. Head back out and up to the Boss Room, collect some fairies for the pots on the right side of the room if you need them.

Now enter the Boss Room and get ready to fight.

"THIS TIME THE WALLS ARE MADE OF FIRE, SO BE CAREFUL TRYING TO AVOID THE BOULDERS"

As Link enters the maze room look up to see the lift.

The little bomb runs back and forth around the block.

A well-placed bomb will soon reveal a hidden door.

SUBTERRANEAN LAVA DRAGON: VOLVAGIA

Jump across the block to the centre platform to activate the boss. As the room starts to shake a flaming dragon rises from the depths of the lava pool.

This boss is one of the easiest to defeat with a little skill and prior knowledge.

It has only two real attacks worth mentioning. The first is where it rises up from the small lava pools and breathes fire, this is easy to avoid if you just keep on your guard. The second attack is a little more difficult to avoid. The dragon will rain down larger boulders from above, they last until the dragon dives back into one of the pools. The best way of avoiding these is to keep moving until the dragon returns to the .

There are a few methods of dealing with this fiery menace. Attack the dragon when it first rises out of the small lava pools with your hammer. This will stun it allowing you to pound it once again with your hammer (make sure you are standing in front of it after the first hit or it can miss on the second).

> **AS THE ROOM STARTS TO SHAKE, A FLAMING DRAGON RISES FROM THE LAVA POOL**

If you miss the dragon as it rises up, it is possible to hit it with your arrows to lure it back down.

After defeat the dragon will disintegrate before your eyes. Collect the Heart container and enter the warp.

CHAMBER OF SAGES

As Volvagia dies the cloud that was shrouding Death Mountain rises up and is gone forever.

Who better to award you with your next medallion than Durania, King of the Goron's. He will now remain here as the Sage of the Fire Temple. You will then appear back outside the entrance to The Fire Temple.

Note: Now that you have the hammer you should visit the Great Fairy Fountain in this location. If you grapple back across the bridge and then head across the next one you will come to two boulders blocking an entrance to a cave. Use your hammer to clear the path and enter the Great Fairy Fountain. For your troubles she will double your magic power bar, this is invaluable for the later levels.

ZORA'S DOMAIN: ICE CAVERN

On Navi's request head to Zora's Domain to check out her stories of an Arctic Wind blowing in. When you arrive you will see that the whole area has be encased in thick ice as well as its occupants. Head up past King Zora into Zora's Fountain. Not only is Jabu-Jabu missing but the whole area is covered in icebergs. Make you way across the icebergs to the cave on the north wall (there is also a Piece of Heart on one of the icebergs). Once on the ledge make your way into the Ice Cavern. Throughout the passages are stalactites that will drop on your head if you don't watch out, so listen carefully for the sound they make just before they drop.

Work your way through the narrow passages destroying the stalagmites to clear the path.

When you get to the first room you will see a new enemy, the Freezard. His icy breath will freeze you temporarily, strike them with your sword three times to kill them.

You can also use fire magic but it is a bit of a waste.

TIP When fighting the Flare Dancer wait behind the block in the centre for him to run round in the opposite direction, you should be able to hit him.

Kill all the Freezards in the room to reveal an exit.

The next room you will come to has a rotating blade in it, this will obviously hurt if you get in its path. The object here is to collect all the silver gems to open the door at the top. Most of them are straightforward enough but there are a couple worth mentioning. There is one behind three stalagmites along with a Gold Skulltula. The last one is obtained by jumping from the platform next to the door. Once you have collected them all the door will open.

Follow the passage and you will come to a Freezard and two moving blades, use your jump attack to finish him off and continue.

When you get to the next room head up on to the nearest platform and kill the freezard.

Jump across the platforms to where you can see the Blue Fire. Watch out for the Keese in this room, one touch and you will be encased in a crystal of ice.

When you get to the Blue Fire get out an empty bottle and swipe the flame with it in hand. Continue along the platform and kill the Freezard, at the top of this platform is a chest encased in a red crystal. Wherever you see one of these crystals use the blue fire to melt it. After using the Blue Fire on the crystal collect the map from the chest and head back out of the room, make sure that you have at least one bottle of Blue Fire. Retrace your steps back to the room with the rotating blades.

Jump down and find the transparent wall on the left, use your Blue Fire to melt it.

When you get into the next room watch out for the falling ice, unlike most areas like this it never stops falling so don't hang around! Head for the Blue Fire and kill the Keese on the walls. As you will see, there are two red crystals to melt in this room, one with the compass and the other with a Piece of Heart. On the pillar next to the Piece of Heart is a Gold Skulltula. Before leaving it might be wise to fill two bottles with Blue Fire to save you the trek back and forth. Now head back out to the blade room and head to the wall opposite, use your Blue Fire to burn it away and enter.

"THE OBJECT HERE IS TO COLLECT ALL THE SILVER GEMS TO OPEN THE DOOR AT THE TOP"

You will then come to a large room with icy blocks and pillars. Your mission here is to collect all of the silver tokens. Firstly jump on to the nearest block and leap to the pillar directly ahead to collect your first. The second is easily obtained from the low pillar directly ahead. On the left of the first block is a low pillar, jump from this to the tall one ahead, you will only just make it. Now you must push the blocks in a certain order to collect the last two. Head back to the entrance and push the block forward so that it rests against the one ahead, then push it towards the red crystal on the ledge above, head up and melt the crystal. To reset the block push it into the nearest hole, one will then automatically

appear near the entrance.

Now push the block forward, then left and forward again. Push it left so that it rests against the pillar with the last silver token. If you need some more Blue Fire push the block up against the wall below the flame. Reset the block and from the start push it left, then forward so it rests against the large pillar next to the Blue Fire. The push it right into the stumpy pillar, now push it back towards the entrance, it will rest against the tall thick pillar in the middle. It should now be lined up with the exit so just give it a push.

In the following corridor kill the Freezards, then use the Blue Fire on the three red crystals that block your path.

Open the door at the end and get ready to do battle with a Wolfos, for beating him you will receive the Iron Boots. These boots can be used to give you greater traction on slippery surfaces and will allow you to explore the bottom of any watery areas.

At that point Shiek will turn up and tell you all about the Zora's being trapped under the ice by a strange force, the force originates from the Water Temple. Shiek will then teach you the 'Serenade of Water', which will take you directly to the Water Temple.

Behind the chest is a shortcut back to the entrance, use your Iron Boots. Before leaving make sure you have a Blue Fire to thaw King Zora out.

As you leave via Zora's Fountain head to the bottom of the lake using your Iron Boots, in the very middle is a Piece of Heart. Be sure to get to the surface before your air runs out.

Use the Blue Fire on King Zora and he will give you a Zora's Tunic which will allow you to breathe underwater.

If you have the Prescription with you show it to King Zora and he will give you the ingredients to make it. You must quickly take the Frog to the Lakeside Laboratory on foot, use Epona to cross Hyrule Field. In return the scientist will give you Biggorons Eye Drops. You must now take these to the top of Death Mountain in Four Minutes. Use Epona once again and head for Kakiriko Village, make your way up Death Mountain and use the Beansprout lift for a short cut, present the Eyedrops to Biggoron.

In return he will give you the Claim Check, you must wait for now but if you return later he will make you the best sword in the whole game so it is well worth the wait (look for the flashing white spot to appear on the map over the mountain, this will signify when you are able to collect it).

LEVEL 14
THE WATER TEMPLE

You should try a spot of fishing beforehand, if you catch the Lunker you will be awarded with the Gold Scale. This scale will allow you to dive twice as deep.

Use the beansprout lift to get there or play the Scarecrow's Song below the entrance.

When you get this you should dive to the bottom of the pool in the Lakeside Lab. and then talk to the scientist, he will notice your skill and award you with a Piece of Heart.

There is also another Piece of Heart on top of the laboratory, use the beansprout to get up there.

You are now free to take on the next task, play the 'Serenade of Water' to take you to

OBJECTIVE

1. Learn the Serenade of Water
2. Locate the Longshot
3. Raise and lower the water level in the dungeon
4. Complete the dungeon to receive the Water Medallion

It is worth exploring this area when the water is at various different levels, it helps you orientate yourself with the temple.

bottom, head through the door with the two torches on either side. You will meet up with Princess Ruto once more, after a brief chat she will rise up. Follow here to the top, there you will see a Triforce crest on the wall, play 'Zelda's Lullaby' to lower the water level.

Head through the door there and kill the four Spikes, this will provide you with the Dungeon Map. Now head back down the now empty hole to the bottom, use you arrows to light the two torches either side of the door. Stand at an angle so that the flames are in front of the unlit torches and then fire an arrow through the flames to light the torches. You will have to be quick as it is timed. Once lit the door will open, enter and use you hookshot or your arrows to kill the Shell Blades, defeating them all will give you a Small Key.

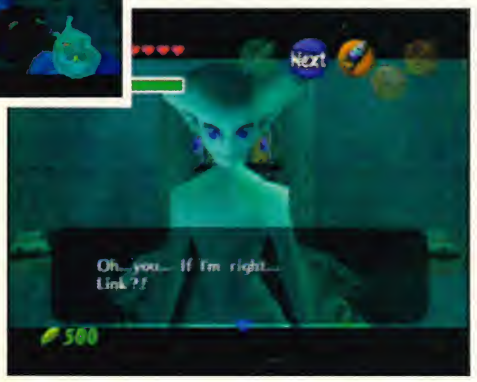
Now head back out into the main room and find the crescent marked block in one of the doorways, push it forward until it drops down a hole. Follow it down with your boots on. In the next room trigger the column of water by striking the switch, jump on to it to get to the other side. In the next room you will see a whirlpool and a dragon statue under the water. Get into the water and drift above the tail section, put on your Iron Boots to sink on to it. From here you can see a switch in the mouth of the dragon, shoot this with your hookshot to open the gate. Quickly grapple to the target next to the now open door and get inside. Avoid the two Shell Blades by changing boots, at the top collect the Small Key from the chest. Trigger the switch and dive back down again, now head back to the main room. Now find the doorway on the outside wall opposite the locked door in the middle. Follow the passage and you will come to a fissure in the floor, place a bomb on top of it to blow it up. Jump down the hole and follow the passage to the other side.

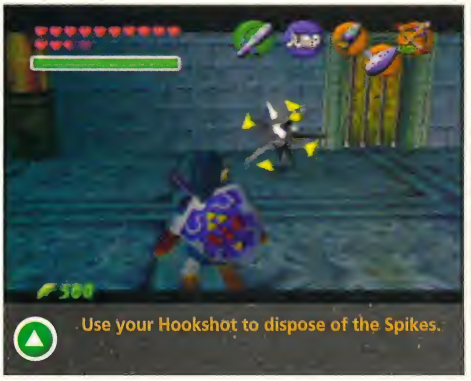
"PLAY 'ZELDA'S LULLABY' TO RAISE THE WATER LEVEL ONE FLOOR"

Stand on the switch in the next room to raise the water level, grapple on to the statue at the top and kill the two Blue Tektites. Use your charged sword attack next to the wooden portcullis to trigger the switch behind it, collect the Gold Skulltula and leave.

Head back to the main room once again and enter the locked door in on the central column. Walk to the other side, turn around and look up. Grapple to the target on the side of the ledge, there you will see another Triforce crest on the wall. Play 'Zelda's Lullaby' to raise the water level one floor. As the water rises so does the block below, don your Iron Boots and descend into the hole that the block once filled.

In the next water filled room trigger the switch with your hookshot, this will open a hatch above and drop in some enemies for you to kill. Once dispatched rise up the hole on the right and collect the key from the





chest. Now head back into the water filled room and leave via the block. Now find the passage with the two jars, use your hookshot to clear the spikes. Grapple to the ceiling to get up, stand next to the chest and use your hookshot to trigger the switch, quickly open the chest before the water rises back. You will receive the Compass.

Head back to the main room and sink to the bottom, enter the passage where you first met Ruto and rise to the surface. You will come to a ledge with bombable wall next to it, inside is a chest containing another Silver Key.

Return to the main room and head up to the locked door on the second floor. Stand on top of the water spout and use your grappling hook or arrows to trigger the switch. Enter the door at the top, you will find yourself at the highest point in the main room, next to you is another Triforce crest. Play 'Zelda's Lullaby' to raise the water a level higher.

Now head to the passage on the east side of the room, put on your Iron Boots. When you come to the crescent block pull it as far back as it will go.

Now head to the locked door on the west side of the main room. Here you will find a waterfall with many moving platforms travelling down into the abyss. Drop down on to the second platform and grapple over to the moving platforms, keep grappling up to the next platform until you reach the top. Unlock the door at the top and enter.

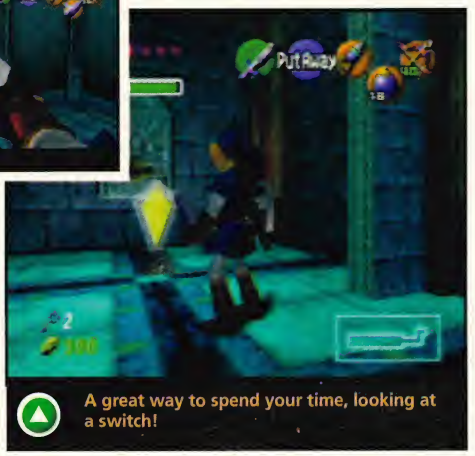
"FIND THE PASSAGE WITH THE TWO JARS, USE YOUR HOOKSHOT TO CLEAR THE SPIKES"

In this room you will need to play around with the water levels to get to the other side.

Firstly trigger the switch in the middle and then grapple to statue across from the platform you are on. Once on the other platform return the water to it's previous height, then grapple over to the target on the wall and climb over the statues head. Now hit the switch again to raise the statues, grapple over to the last one. Now lower the water once more and stand on the now lowered head of the statue, trigger the switch once more and you will rise up with the statue. Kill the Tektites and then grapple to the target on the ceiling, enter the next door.

DARK LINK

When you enter this room you will be in unfamiliar territory, after walking to the building at the end and turning round everything will become clear. There in front of you appears a mirror image of yourself. You must now defeat yourself in one of the toughest battles so far. Most attacks you perform are easily blocked and only the arrows can stand any chance of a hit. Most arrows will get deflected but the odd one or two will get through and it will save you damage. When using your sword you must time your strikes well in order to get a hit in. Avoid using the the targeting as this can make you more vulnerable. Once the battle



A great way to spend your time, looking at a switch!

TIP Once you have raised the water level once, return to the room where you first meet Ruto, float up and blow the wall to receive another key.

is over the room will beautifully fade out and become a different room altogether – how cool is this?

Now head to the door at the end and collect your new weapon, the Longshot. This will allow you to grapple twice as far as before, this is essential to your mission.

Behind the chest is a block in the floor, stand next to it and play the 'Song of Time'.

The block will then disappear allowing you to get down the hole. At the bottom put on your Iron Boots and enter the fast flowing river. Avoid the whirlpools as best you can, you will come to two platforms, one with two jugs and another very small one.

Climb up on to the small platform and and you will appear above the dragon whirlpool room, jump down and head back to the main room.

Go back to the room where you met Ruto and float up, lower the water level and return to the ground floor. Enter the door in the central column and grapple up to the door (collect the Gold Skulltula above first). Head out on to the first balcony and head to the south side, below the door opposite is an eye. Shoot the eye with an arrow and then grapple to the target behind the door, quickly. Follow the corridor until you come to the crescent block, push this as far forward as it will go. Head right and collect the Silver

"HEAD TO THE DOOR AT THE END AND COLLECT YOUR NEW WEAPON, THE LONGSHOT"

shoot the eye on the wall opposite to open the wooden portcullis. Use your Longshot on the chest to save time and collect the key inside. Follow the passage to the end

Key from the small chest. Now head to the opposite end and Longshot up to the top.

Now head to the ground floor of the main room and head through the door in front of the pool of water (North). Climb out and grapple across the spikes to the locked door and enter. In the next room take care of the Tektites before entering the water. Watch out for the whirlpools and the currents in the water, try to swim with the current when you can.

In the next room jump down to the platform below and kill the Stingers in the water. Look for the imperfections in the walls, a bomb will provide you with the answer.

After blowing up the two walls find the block inside. You must now push and pull the block until you can make it fall down on top of the switch at the bottom of the pool.

Once this is done the water level will rise

Hit the switch while standing on the water spout.

allowing you to get up to the door above.

In the next room stand on the switch and jump over the first two water spouts to the other side. Next you will come to a small water inlet with a boulder rolling down, if you look closely you will see a hole (and a Gold Skulltula). Strap on your Iron Boots and enter the hole. Rise up and unlock the door at the top, you will now see the Boss Key chest. Collect the key and stock up on fairies from the jars in both corners.

Now head back out past the boulder and back to the main room, you must now raise the water to its highest point. To do this enter the central column on the ground floor and grapple up, play your tune and exit through the door. Then head through the door on the west side and take the water spout up, play your tune once again and then head for the north side of the room. There you will see a grapple point on the statue, head across and collect some more fairies if you need them.

Directly ahead you will see the Boss Door, but first you will have to negotiate the slope and the traps. The best way to do this is to get on one side, when the nearest trap hits the opposite wall start running, you should just make it.

> **THE WATER LEVEL WILL RISE, ALLOWING YOU TO GET UP TO THE DOOR ABOVE**

GIANT AQUATIC AMOEBA: MORPHA

When you enter jump on to one of the middle platforms the boss will show itself.

The most important thing to watch out for are the two tendrils, they have a knack of fooling you by laying one down behind you in the heat of battle. If they do grab you you will be crushed and then thrown at the wall.

Your target is the Nucleus which will float around freely, it will try and enter one of the watery tendrils and ride up on to land. Stay on the outside platforms as these are safer even with the nasty looking spikes. Use your grappling hook to pull it out of the water and strike it with your sword. Use your targeting at all times. The best time to get it is when one of the tendrils rises up and slaps down on to the side, the Nucleus will travel up the spout to the end. This is your chance to grapple it out and slash away at it, you will need to hit it at least seven times before it dies. Once dead collect the Heart and step into the warp.

After the Chamber of Sages you will be returned to Lake Hylia where you meet up with Shiek. After his departure walk to the gravestone type-thing and shoot an arrow directly into the sun. For this you will receive the Fire Arrows.

Now head for Kakariko Village where you will find your next quest.

KAKARIKO VILLAGE

When you arrive at the village things will seem rather strange, it all becomes clear when you see the houses on fire. Shiek will appear and then the Shadow Beast will escape from the well. After all the ruckus Shiek will teach you the Nocturne of Shadow, the song that allows you to enter the Shadow Temple.

There are a couple of things you will need to do if you haven't already:

- Learn the Song of Storms from the chap in the windmill.
- Get Din's Fire, a magic spell from behind the boulder next the castle (as a child)

You will also need the Lens of Truth for the Shadow Temple, this is obtained in the well but not as an adult.

TIP Light the two torches outside the door where you meet Ruto, this provides you with a new route to take.

BOTTOM OF THE WELL

Head through the narrow passage and down the ladder, kill the Big Skulltula and pass through the wall at the end. Make your way around the passages until you come to a Triforce crest on the ground, play 'Zelda's Lullaby' to lower all of the water in the well.

Return to the entrance and drop down the now empty hole, open the chest and then crawl through the small tunnel. Kill the Skulltula and head through the door at the top. You will then be in a room full of strange looking arms. On closer inspection, they will grab your head and hold you while the main enemy rises from the ground – this is your target.

Do not try to kill the hands, only the main enemy. They are useful for luring the Dead Hand towards you, when it is close strike its head a few times and it will die.

A chest will appear in the middle, this contains the all-important Lens of Truth. You can now use this in the well to see the many secret holes and doors. You are now free to explore this area at your leisure. Make sure you explore all the holes in the floor, at the very bottom you can find the map. You need to collect a certain number of silver tokens to get out. In the room with all the stone coffins you will need to light all of the torches with Deku Sticks to open them all, one contains a Silver Key. The main thing left to find are Gold Skulltulas, you will come across many in this dungeon so explore thoroughly. Once you have cleared all areas on the map you are free to leave.

BIGGORONS SWORD

Before you do anything else head up to see Biggoron on the top of Death mountain for he has something for you, yes the Biggorn Sword is ready. This sword is the most powerful in the game so you won't want to be without it!

Return to the Temple of Time and become a child once more, now head to Kakariko Village and enter the well (if it is not drained play the Song of Storms to the guy in the windmill).

LEVEL 15 THE SHADOW TEMPLE

Firstly warp back to the Temple of Time and become an adult once more, then warp to the graveyard (Noturne of Shadow).

As you enter you will notice many unlit torches and a blocked door. Stand on the circular platform in the middle and use Din's Fire to light them all at once. Once inside cross the hole with the Longshot and pass through the wall at the end. You will need to use your Lens of Truth in this dungeon more than any other.

You will see a large statue surrounded by skull posts, on closer inspection the statue will give you as clue as what to do. Put on your Lens of Truth and look at the skull posts, you will notice that only one actually appears while wearing it. Push the statue round so that the crescent block is pointing to that skull post. This will open the gate across the large black hole, you can't access this area yet. You are told that you need Sacred Feet.

Using your Lens of Truth search the room for another door, you will notice one in the corner, head through the door.

> "YOU NEED TO COLLECT A CERTAIN NUMBER OF SILVER TOKENS TO GET OUT"

You will appear in a room with skulls on the walls, find the passage on the right side of the room. Inside, kill the two Keese and the Undead to receive the Dungeon Map.

Take the other passage from the previous room next to the two jars. Head to the top right corner of the next room to find the door.

You will find yourself in another room with the Dead Hands, repeat the same technique as before (in the well). For your efforts here you will receive the Hover Boots. These boots allow you to walk off the edge

OBJECTIVE

1. Find the Hover Boots
2. Use the Lens of Truth to see hidden routes
3. Complete the dungeon to receive the Shadow Medallion

Get used to wearing the Lens of Truth on this level. As soon as you enter a room it is worth looking around as certain enemies do not appear.

of platforms for a brief period. With these new boots you can access the door that you open by pushing the statue round.

Return to this room and put on your hovering boots. You will only just make the it to the tongue so line yourself up.

After heading down a long slope you will come to a Beamos, blow it up. Head through the South door (or the one on the right), kill the two Gibdos and collect the Compass from the chest that appears.

Now head through the opposite door, there you will see two rather haunting figures holding two huge spinning blades. Collect all the silver tokens in the room to open the gate, this will give you a Silver Key. Note the passage with the picture on the far wall, there is a hole that can only be seen with the Lens of Truth. There is a climbable mesh down to a cell, this can't be used yet but remember this for later.

Now head back to the central passage with the Beamos, kill it first and then bomb the last remaining wall. A locked door will be revealed.

"KILL THE TWO UNDEAD GUYS AND A CHEST APPEARS, COLLECT ALL THE SILVER TOKENS"

Enter the passage and make your way through killing all the Skulltulas that drop down from above. You will then come to two guillotines, roll under them to avoid a good slicing. At the end of this section you will come out in a huge room with many routes to take. Make your way forward avoid the blades, timing is all important here. The best way to avoid the blades is to run into them when they down so that when they rise you will automatically jump off the edge.

Keep going forward until you come to a moving platform, jump on to this and fight the Stalfos that appears. Now look to the east with your Lens of Truth, you will see numerous platforms. Jump from one to the other until you reach the door, enter and use your Lens of Truth. Only with the lens will you see the rotating blades in the middle.

Kill the Like Like on the other side with arrows when your lens is off. In one corner you will see two hearts, play the Song of Time to reveal a block allowing you to get to them.

To get the portcullis to open kill all the Keese on the walls, inside are two chests and a Gold Skulltula (one chest is hidden, use the Lens).

Return to the platform with the Stalfos and defeat him again, this time jump to the west side on to the moving platform. Make sure you have your Hover Boots on for the next jump. Once down below kill the Beamos and then collect all the silver tokens to open the door.

Inside this room are two spiky platforms that move up and down, using the Lens you will discover a hidden block in the wall next to them. Drag this out and push it under the spikes to stop them coming down, if you push it far enough it will stop both at the same time. Now get behind the block and drag it out to the other side so it sits against the slightly raised floor. You can now climb up on to the block and then on to the moving platforms to get to the areas above. There is a switch that will reveal a chest on the opposite side of the room, this contains the all important Silver Key.

Now head back out into the main room, run past the Beamos and find the narrow platform that extends from the one you are on. When you get to the guillotine put on your Lens and you will see two platforms ahead, one is moving so you'll have to time it well to get to the door. Unlock the door and enter.

Use your Lens in this room to see the hidden spikes. Kill the two Undead guys and a chest will appear, collect all the silver tokens in this room by using the grappling targets dotted around the room. A lot of these are only visible with your Lens. Once you have collected them all a door will open, enter this door and head to the top of the large steps.

Pick up a Bomb Flower and throw it into the flaming pot below, when it explodes it will reveal a Silver Key. You must now kill all

the Keese in the room to open the door. Now head back out and grapple up to the locked door and enter.

In this next corridor you must put on your Iron Boots to battle against the force of the big fans that blow you back. When you reach the hole grapple to the wooden beam and continue. You will come to a long room with many fans blowing on each side, proceed through the door at the end. Kill the two Undead and read the sign on the wall, it will tell you use hover boots outside. Head back out and don your Hover Boots, use your Lens to see the secret passage, now just let the wind guide you. In this next room kill the two Gibdos and then bomb the pile of stuff in the corner, revealed is another chest but it is only visible with your Lens. This is easily missed and it contains the all important next Silver Key.

Through the next door you will see a huge ship, pull the block out from under the platform and push it up to the ladder. Jump across to the deck of the ship, in the cages ahead are some hearts and a Gold Skulltula. If you play the Scarecrow's Song here he will appear on the platform, just grapple to him. When you are ready stand on the Triforce crest and play 'Zelda's Lullaby', the ship will then set sail. As it passes into the next room two Stafos will jump down and attack you, kill them quickly. As the boat docks make sure you jump off quickly as it will sink fast. Head to the door on the far wall, once inside use your Lens to see which walls are real. There are many Floormasters in this room, it is best to just avoid them. In this room there are three doors to enter in each corner of the room, head to the one directly ahead first.

Inside you will be confronted by two moving walls of spikes, use Din's Fire to burn them down. Kill the Undead, collect the Boss Key and exit. Now head to the door opposite, inside are three skull pots, you can break them all for some Ruppes but the main reason for coming here is the Gold Skulltula on the wall next to them.

In the room opposite use the Lens to see the hidden Floormaster, kill it and it's spawn to receive a Silver Key, now leave the area by the way you entered.

Once outside head to the two jars on the side, you will see some bomb flowers on the other side. Fire a flaming arrow at the bomb flowers to make them explode, this will cause the statue to fall bridging the gap. Cross the bridge to the other side, there you will see some hearts on unreachable platforms. The first one is accessed by playing the Song of Time and the higher one with the Scarecrows Song.

"IF YOU PLAY THE SCARECROW'S SONG HERE, HE WILL APPEAR ON THE PLATFORM"

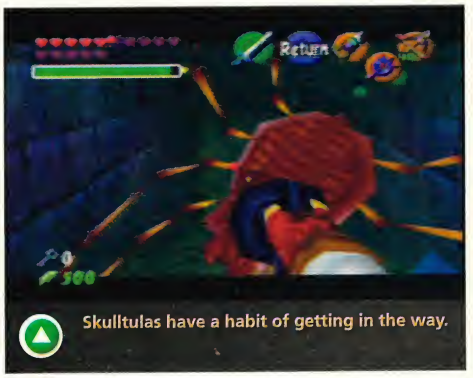
Head through the door, you will see the Boss door in the distance, use the Lens to see where the platforms are to get you there. You will need to use your Hover Boots to bridge certain gaps, once there open the Boss door. jump down the large hole and get ready.

PHANTOM SHADOW BEAST: BONGO BONGO

You will land on a huge drum, gross hands reach out and start playing sending you bouncing up and down.

Bongo Bongo has numerous attacks, most are with the hands. If you get caught in the grasp of the hand you are helpless so avoid all contact.

The easiest way to defeat this boss is to use your arrows to stun both of the hands, once this is done the head becomes open to attack but it is only visible if you are wearing the lens of Truth. When it is exposed shoot an arrow into it's eye to stun it, now move in with your sword and give him a good drubbing. Repeat this until he dies and hope you have enough energy with you.



GERUDO VALLEY

Your next destination is the valley, grapple across the bridge or jump with Epona and head to Gerudo's Fortress. As you approach you will be accosted and thrown into jail. Luckily your means of escape is merely a flick of the wrist away. Use your longshot on the wooden door above, from there you can jump down and enter the door at the bottom.

GERUDO FORTRESS

Once inside the Thieves Hideout head towards the cell, there you will discover a Carpenter. There are four Carpenters imprisoned in the Fortress that need rescuing.

After talking with the carpenter a Gerudo will attack you, stand your guard and don't let them get many hits in or you will be imprisoned once more. Once defeated they will drop a key to the cell, open it and set the carpenter free.

Exit through the other door, you will be back outside so quickly run to the other door.

Follow the passage down and turn right before the guard at the end sees you.

You will be back outside again, this time head around the outside to the next door near the guard. Inside is another prisoner and therefore another Gerudo to fight, release the carpenter and continue. Once outside head through the door next to you, inside you will see a room with two Gerudo's walking around. Use your Longshot to grapple to the furthest wooden beam, head up the passage and back outside. Now drop off the edge to the ledge below with the doorway. Enter the passage and duck down behind the crate, a guard will pass. As the guard walks off quickly run round the crate and head right, take the left turn to discover the next carpenter (this can be tricky so persevere). Fight the Gerudo and unlock the cell. Now return to the entrance (or if you get captured return to the green vines leading down) and drop down to the ledge below where is one more door.

Inside you will find the last carpenter,

when rescued a Gerudo will appear to congratulate you. As a reward she will give you the Gerudo's Membership Card, this allows you access into the excellent horseback archery game and the Training Ground. You are free to explore all areas of this settlement.

TRAINING GROUND

Fancy a challenge? Why not try your hand at the training ground, this is not part of the main game but it is a fun and demanding task.

HORSEBACK ARCHERY

Shoot at targets while riding Epona, now what could be more fun? If you can score 1000 points you will be awarded with a Piece of Heart. If you are a true master and score 1500 you will receive the Biggest Quiver in this fair land.

HAUNTED WASTELAND

This is your next destination, talk to the Gerudo at the top of the watch tower and she will open the gate to the Haunted Wasteland. The trick is to follow the flag poles, these always lead the way, the only problem is the visibility.

Shortly into the wasteland and you will come to a crate in front of the river of sand. Do not attempt to cross this on foot, instead use your Longshot to grapple to the crates on the other side. After following the flags for a short time you will discover a small building, enter down the ladder and collect the Gold Skulltula. If you light the two torches a chest will appear containing fifty Ruppees. Now head back out and make your way up on to the roof, there you will see a sign, it tells you that you will be guided to the Spirit Temple if you have the eye of truth. Of course this means the Lens so put it on to see the ghost and then follow it to the Spirit Temple. It will tend to lead you there in a bit of a messy fashion, just look out for the flagposts in the distance and head straight for them.

DESERT COLOSSUS

The first thing to do in this area is to bomb the wall inbetween the two palm trees, this will reveal the next Great Fairy Fountain. She will reward you with Nayru's Love, a defensive shield that protects you from all attacks.

Now find the small dried up pool of water, Navi will point to a block. Play the Song of Storms and the hole will fill with fresh water revealing a whole gang of Fairies, fill up your bottles or save them for when you really need them. Now enter the main temple.

LEVEL 16
THE SPIRIT TEMPLE

When you enter read the two signs on either side of the stairs, one will tell you to return as a child, the other will tell you that you need the 'power of silver' to move the large crescent blocks.

Head back out of the temple and you will be met by Shiek, he will teach you the 'Requiem of Spirit' and tell you to return as a child. Warp back to the Temple of Time to become young once more and then warp back to this spot with your new song.

When you return plant a seed in the hole next to the entrance for later.

Now enter the temple and head up the stairs and talk to the Gerudo, when you are asked what you want, say 'Nothing really' and she will eventually let you enter the hole.

Once inside kill all the Keese and then the Armos to open the two doors on either side.

Head through the door on the left and defeat the Stalfos and the Green Bubble (?) by stunning it with your boomerang and then finishing it off with your slingshot. Now stand slightly off centre with the switch and use your boomerang's curl to hit it, the metal gate will drop down to create a bridge. In the next room run past the snake type thing (Anubis), it will then change position, when it is front of the door use your slingshot to trigger the switch burning the mother. The door will then open, inside collect all of the silver tokens to open the fence. On the other side you must light the two torches, a chest will appear on the carpet containing a Silver Key.

head through the door and you will find

yourself back in the original room, now head through the small hole in the middle. Open the door and kill the two skulltulas before climbing the wall. In the next room two Lizalfos will drop down. Defeat both of these and then trigger the switch above. Use a Bombchu to blow the hole in the wall (inbetween the two Skulltulas) to shine the light on the Sun crest on the floor, the door will then open.

In the next room you will see a huge statue of a woman in the middle, next to you is a statue, push this off of the edge on to the switch below. This will open the door on the level above you. Head into the main room and use Din's Fire to light the two torches in front of her, this will reveal a chest containing the Dungeon Map.

Now climb up the wall, next to the statue that you pushed and make your way to the open door at the top of the stairs.

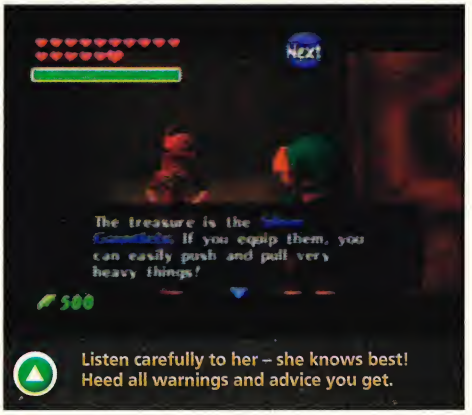
In the next room there are three puzzles: collect all the silver tokens to light the gold brazier, light all the torches to obtain a Small Key and then put the block with the sun on top into the sunlight. In the next room you will see Iron Knuckle, a huge knight in shining armour. Strike it with your sword to wake it, try to avoid any swipes of the axe as it will take off large amounts of energy at once. If you are running low on energy lure him towards one of the pillars, they will give you three or four hearts at a time.

Make sure you use your jump attack at all times, it means that when you do get a hit in it is maximum damage. Once he is dead the door behind him will open.

You will exit out on to the statue outside the temple where you will collect the Silver

OBJECTIVE

1. Explore the temple as an adult and as a child.
2. Find the Silver Gauntlets.
3. Find the Mirror Shield.



Listen carefully to her – she knows best! Heed all warnings and advice you get.

TIP When you reach the room with the first Sun Crest in it blow the wall with a bombchu. This will cast light on to the crest.

Gauntlets from a chest. You will then see Naboora being sucked into the sand by black magic, the witches responsible escape into the temple.

It is now time to return here as an adult so head back to the Temple of Time.

When you return collect the Piece of Heart from the top of the stone structure and the Gold Skulltula at night, as long as you planted a seed that is.

Enter the temple and head to the crescent block, you can move it so push it forwards as far as it will go. Enter the room and kill the Beamos, then trigger the switch above it to open both doors. Head through the right-hand door, inside you will see three rolling boulders. You must avoid the boulders and collect all of the silver tokens, to collect the one in mid-air you must equip your Hover Boots. Exit through the door at the end and collect the Small Key from the chest. Now return back to the junction and take the opposite door.

You will be greeted by a Wolfos, defeat him and then stand on the Triforce crest and play Zelda's Lullaby. A chest will appear on the small platform opposite, use your grapple on the chest and collect the Compass.

Now return to the main room and head through the locked door. As you enter watch out for the Like Like, kill it quickly before it nicks your stuff. Head up the climbable wall to the top, put on your Lens to see the hidden Floormaster. Now push the statue in the centre to shine light on to the sun faces, each one will have a different effect, not all are good!

You will then be back in the huge room with the statue, head up the stairs and look for the Triforce crest on the hand of the statue. Jump from the corner and play Zelda's Lullaby, a chest will appear on the opposite hand. Use you Longshot to grapple on to it, inside is a Small Key.

Get down and grapple up to the staircase you came from, a chest has appeared on the platform opposite next to a switch. Grapple to the chest and hit the switch with your Hammer, this will open the door directly opposite the statue.

Now head to the top of the staircase and through the door. You will see a Beamos and an Anubis, kill the Anubis with Din's Fire and the door will open.

In this next room you will need to lure one of the statues on to the switch long enough for you to get to the door, this is easiest if you activate one and then strike it to freeze it on top of it.

In the next corridor use the lens to see two chests containing hearts. In the next room you will have to fight another Iron Knukle, use the same technique as before.

This time it is a lot easier with the Biggoron Sword.

You will then find yourself out on the other side of the statue over the entrance, collect the Mirror Shield from the chest and head back to the room with the four statues.

Stand in the beam of light and use you shield to reflect the light at the sun on the wall, the door will then open. Collect the Small Key from the chest and return to the room before the statues, in here is the locked door you need.

In the next room kill the two Beamos and the Skulltula on the wall above. You must now negotiate this moving wall, there is a technique to this. Getting to the central wall is easy as it doesn't move but the last three can take some time. You cannot pass from one section to another when they are moving so wait for them to stop. From the middle one, wait until the wall works it's way out from the side you are on and stops, climb up. When the next one stops above climb up and so-on. Just run past the Beamos at the top and through the door. At the top of the stairs play 'Zelda's Lullaby' to open the door. Inside kill all the Torch Slugs, destroy the fake door on the left of the flames to discover a hidden switch.

It will create another platform in front of the other one, grapple up to the ceiling and jump to the switch. this will lower the flames allowing you to reach the Boss Key in the chest below. Exit the room and head up the stairs.

In the next room there is a switch behind bars, hit it with your sword and the door opposite will open. Inside you will be greeted

by a Lizalfos, kill him and then reflect the beam of light shining from the mirror to activate the Sun Crest on the wall. In the mirror room look for the bulge in the wall and place a bomb next to it. Now line up the mirror with the one in the next room, then push this to line up with the big mirror in the main room. Now return to that room and stand in the spotlight, direct the beam of light with your shield at the sun on the wall. This will lower the lift into the room with the giant statue. Shine your shield at the face of the statue and it will disintegrate, now grapple to the metal gate in it's place and enter the door.

Inside you will be met by the two witches and the Ultimate Iron Knuckle, they will set him on to you. It is a good idea to use your protective shield at this point and use the same technique as you did before with his smaller cousins.

Head through the door and into the main room, climb up on to the centre platform to lure the witches out.

SORCERESS SISTERS TWINROVA

A very simple boss if you know what you are doing. As the sisters circle around the centre platform look out for one of them to stop, prepare and then fire. Deflect the attack with your shield into the opposite sister, each one is sensitive to the opposite element.

It is possible to angle the beam a good ninety degrees either way. Most of the time the witches will be very near to each other making it easier to hit the opposite one.

After a few hits like this they will combine forces and become one, when this happens a completely different strategy is required.

This time you must charge up your shield with three lots of fire or ice, in other words block only one type of attack and avoid the other or it will reset your charged power. Keep them targeted at all times as this makes it easier to see where they at all times. When avoiding the opposite attack watch out for the area of floor affected by the element, this will cause you great damage. It is easy to see which element they are about to use, look for the arm in question to raise, if it's the wrong one quickly sidle off to the edge. They always tend to do two lots of both so you'll never get three charges in a row.

> **"IN THE SECOND CHAMBER, DEFEAT TWO STALFOS TO RECEIVE THE BOSS KEY"**

Once you are fully charged up after the third hit the power will automatically be released into the witches, they will then fall to their knees on one of the side platforms. Now is your chance to jump over to them and give them a few swipes of your sword before they return to battle. Repeat this process until they finally stop and argue themselves to death.

Collect the Heart and step into the warp.

LEVEL 17 TEMPLE OF TIME

Warp to the Temple where you will be greeted by Shiek, after informing you of the Sages he will reveal himself as Princess Zelda. I thought there was something strange about that man. Zelda will the give you a new weapon, Light Arrows. These arrows contain a special power that you must use to defeat Ganondorf.

GANONS CASTLE

When you arrive at the castle head up the small step to the edge of the molten pool, a bridge to the castle will be created by the Six Sages allowing you access to the castle.

When you enter the main room you will see a huge structure in the middle of the room protected by a strange force. To dispel this force you must deactivate the coloured beams above each of the Medallion doors. Before you can complete the Fire and Light rooms you must obtain the Golden Gauntlets from the Shadow room.

SPIRIT ROOM

Firstly head into the Spirit Room (orange). Kill the beamos in the centre of the room and then collect all of the silver tokens. Roll to get the ones protected by traps and grapple to the ceiling to get the highest one. The door at the side will then open. Fire Torches and then strike the switch behind the bars to reveal a chest containing Bombchu.

Look at the top and you will notice a hole, use the Bombchus to trigger the switch at the far end. In the next room shoot the web on the ceiling with Fire Arrows. Now reflect the light against the sun crest on the right of the door you entered by, this will open the door. Once inside use your Light Arrows on the energy to dispel the barrier.

FOREST ROOM

Now head to the Forest room (green). Kill the Wolfos that appears and then use Din's Fire to light the torches, use a Fire arrow to light the one above the door.

Put on your Hover Boots and play the Song of Time. A block will appear under a silver token, walk out on to it when the fan is blowing. Kill the beamos in the middle with a bomb. Now grapple back the entrance and get blown down the other side of the room, hover to the centre platform. Then collect the token from the platform below the door, then get the one in front of the fan when it isn't active. Now get down to the switch to activate a grappling beam, this will allow you to collect the last token. In the next room shoot the barrier with the Light Arrows.

WATER ROOM

Now head to the Water Room at the bottom of

OBJECTIVE

1. Destroy all of the beams to open the main door.
2. Use light arrows as a primary weapon
3. Fight Ganondorf and win.

TIP Make sure you visit the Great Fairy Fountain outside the Castle. You will receive double the amount of defensive power.

the stairs (blue). Kill the Freezards in this room and then collect a bottle of blue fire from the middle, use it on the fake wall. Collect some more Blue Fire and head through the next door. In this room push the block furthest from the hole into the hole and then push the other block into the two smaller stones to line it up with the fake wall. hit the rusty switch with your hammer to open the door.

SHADOW ROOM

Now head to the Shadow Room (purple). Shoot the torch on the right with fire arrows to create a platform across, kill the Like Like. Throw the jars into the centre to collect their contents. Light the torch again and jump across to the next platform, now use your Lens to see the path to the switch, hit with you hammer to open the door.

Now head back and light the torch once more, follow the platforms down and hit the switch. A chest will appear above, shoot the torch from a distance and then climb back up to collect the Golden Gauntlets. Now use your Lens to see the platforms across to the door.

FIRE ROOM

Now head to the fire Room (red). Collect all of the silver tokens in the room, the best thing to do first is to lift the huge block now that you have the Gauntlets. This will create a platform allowing you to reach another token. The rest are all straight forward, grapple to the door when you have completed this room.

LIGHT ROOM

You are now ready to enter the last room, head to the bottom of the stairs and lift the huge block to reveal the doorway. Wear your Lens to see the enemies in this room, when they are all dead a chest will appear with a Small key inside. In the next room play Zelda's Lullaby to reveal a chest with another key. In the next room collect all of the silver tokens whilst avoiding the boulders. The next room is usually the one where you shoot the barrier, instead a doorway is hidden until you wear the Lens.

You have destroyed all of the barriers so now you can access the central column which leads to the Ganondorf. Before going any further it is worth stocking up on magic and health. There is also another Great Fairy Fountain to visit, it is located just outside of the castle in the same place that you received Din's Fire all those years ago. She awards you with double defensive power adding a white outline to your hearts. This reduces the damage of all attacks inflicted by half.

When you are ready re-enter the castle and head through the centre, make your way up the stairs and through the door at the top. In the next chamber you will have to defeat two Dinolfos before the door will open. In the second chamber you will need to defeat two Stalfos to receive the Boss Key. In the next chamber you will have to fight two Iron Knuckles, only activate one at a time and use Nayru's Love to protect yourself.

In the next room you will see a huge column in the middle and many jars around the outside, try and save as many of these as possible. Head through the gold door on the other side and make your way up the stairs to the Boss Room.

"RUN OVER THE GAP WITH YOUR HOVER POWER AND STRIKE REPEATEDLY WITH YOUR SWORD"

LEVEL 18

GREAT KING OF EVIL: GANONDORF

PART ONE

Although this is the final boss the technique is really quite straightforward.

Head to one of the corner platforms, these are the only ones that are stable so just stay on these. Put on your hover boots. When Ganon throws a ball of energy at you return the ball with your sword, the timing is easy once you get it. You will have to volley a few times before it will hit him. When it does quickly arm your Light Arrows and shoot him, this will cause him to fall on to the platform in the middle. Now run over the gap with your Hover power and strike him repeatedly with your sword. When he takes to the sky again return to one of the corner platforms. Don't

Time your strikes well to inflict damage upon Ganon.

even consider taking him on from the middle platform. after a few rounds of this he will start to get angry and produce another spell, when you see it generating above his head shoot him with your Light Arrows to bring him down on to the platform once more. Repeat this process until he dies.

The castle will then start to collapse, follow Zelda through the castle without falling and you will eventually come to a room where she is trapped. You must defeat the enemies in the room quickly or they will regenerate and you will lose valuable time. Continue following Zelda until you reach the front gates. You will then see the castle reduced to a mere platform, but what's that?

Head over to the area shown and get ready for more trouble from the evil one.

PART TWO

For this second installment you must attack

his tail, it is his only weak spot. This is made very hard because of his huge blades and erratic movement. The easiest way of doing this is to use a Light Arrow on his head to stun him, run around the back and attack the tail with your sword (remember to equip it first). After a few hits he gets meaner making the use of Light Arrows all the more important. Keep doing this until you succeed.

FINALE

Congratulations, you have defeated Ganondorf and returned the land of Hyrule back to it's natural equilibrium! Although the game is complete you will not have the opportunity to save afterwards, this means you are free to return and complete any of the sub-games/tasks.

I will not show any pictures of the ending sequence, i'll leave that for you lot out there to enjoy for yourself.

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GOLDEN MASTERCLASS

Hone your shooting skills with our round-up of all the best tips and cheats.

Over a year after its release Goldeneye is still thought of by many to be the best game on the N64. Due to the game's popularity and great depth we are still receiving new cheats and tips to this day. Here, we list all of the useful cheats along with some interesting glitches.

CHEATS

You have probably accessed all the secret characters from the film by completing the game. The following cheat accesses yet more secret characters including a biker, a terrorist and the game designers themselves. You may recognise some of the faces from the game – included are the two ugliest characters of all, 'Steve E' and 'B'. Check out Rare's tea lady (the first new character on the list), she is extremely small and wears an amusing denim skirt.

After selecting the Multiplayer option scroll to the last character in the list and then enter the cheat.

1. Hold L + R (Shoulder Buttons) and press Left C.
2. Hold L and press Up C.
3. Hold L + R and press LEFT on the Control Pad (Not Analogue).
4. Hold L and press RIGHT on the Control Pad.
5. Hold R and press DOWN on the Control Pad.
6. Hold L + R and press Left C.
7. Hold L and press Up C.
8. Hold L + R and press RIGHT on the Control Pad.
9. Hold L + R and press Down C.
10. Hold L and press DOWN on the Control Pad.

Note: This cheat will not save to the memory backup. You have to enter the cheat every time you switch on.

GLITCHES

An unusual glitch this one; on the Egyptian level if you shoot at the reflection of the pillars in the water the bullet hole appears on the reflection of the pillar but not on the actual pillar itself. Weird!

NICE TOUCHES
GRENADE FRENZY

You probably know that if you shoot one of the innocent scientists they pull a piece on you. If you dodge the bullets, they eventually pull out a grenade from under their white coats and throw it at you. This works best with the Facility level where the scientists congregate in the three labs. Shoot them through the glass to avoid unnecessary danger.

WHAT'S IN THE BOX?

In the Caverns level it is possible to arm yourself with two Assault Rifles. There are many boxes on this level but only one of them is 'special'. When shot, smaller boxes and computer monitors come flying out. Shoot

EYE

the monitors to receive a second Assault Rifle.

HANDY TIPS GOING BACK ON YOURSELF

Not exactly a cheat, more of a time saver. To scroll through weapons backwards press A + Z simultaneously.

A SLAP IN THE JAWS

When fighting Jaws go in close and shoot him in the head. Due to his inhuman size and bandy arms he is not able to get a shot in.

FANCY FOOTWORK

When trying to get the Golden Gun on the Egyptian level there is an easy route to avoid those guns. Step on to the first square. Take two squares left. Two squares up. Three squares right. Two squares up. One left. One up. One left. Two up. One right. You should now be in front of the gun!

QUICK MINES

Instead of using your watch to detonate the Timed Mines press A and B together to save valuable time.

MULTIPLAYER MADNESS

Everyone has a favourite scenario in Multiplayer, but here are a few sneaky tips to stitch your mates up.

ODDJOB IN A BOX

Metal crates hold the perfect hiding place for such a short-ass. Shoot the side of any crate without blowing the top off, then crouch down and look at the floor - if positioned correctly you are completely hidden!

IN YOUR FACE BUDDY!

When using remote or proximity mines place one on an ammo box or weapon. Now pick it up and the mine has disappeared. Although invisible the mine is still there, leaving a nasty surprise for an unsuspecting buddy. This also works with body armour, and will make you really unpopular.

MULTIPLAYER TIPS

- Certain weapons allow you to shoot through doors, giving a huge advantage if your opponent hasn't got a penetrating weapon.
- Reloading at the right time is essential to a successful battle – never lrun out of ammo. Choose your moment rather than being forced into it in a battle situation.
- Do not use the Klobb, it is ineffective against most weapons.
- Don't stand close to boxes and barrels in case your opponent shoots them.
- Lie in wait near an area of boxes or barrels, when your opponent comes into view, shoot the nearby boxes. They think you're shooting at them and you're a bad shot, until BOOM!
- Unless you're an excellent shot (which would give you the advantage), avoid confrontation on stairs and slopes as it is hard to aim.
- If you shoot the body of another player after they die they return covered in blood.
- When you have killed an opponent they usually appear in a certain place. Head to that area and collect the weapons to stop your opponent from picking them up, then kill them as they helplessly try and find them!
- If you find yourself without a weapon and are confronted by another player use your hands. If you are at close range it is harder for your opponent to hit you.

BUSTED!

DATEL CODES

DAM
Infinite Health
810BA3DC 3F80
Infinite Ammo
800BAB97 0007

FACILITY
Infinite Health
8109D7DC 3F80
Infinite Ammo
8009DF97 0007

RUNWAY, SURFACE a & DEPOT
Infinite Health
810C07DC 3F80
Infinite Ammo
800C0F97 0007

BUNKER a, b & SILO
Infinite Health
8109AFDC 3F80
Infinite Ammo
8009B797 0007

FRIGATE
Infinite Health
810ADBDC 3F80
Infinite Ammo
800AE397 0007

SURFACE b
Infinite Health
810CCFDC 3F80
Infinite Ammo
800CD797 0007

STATUE
Infinite Health
810AC7DC 3F80
Infinite Ammo
800ACF97 0007

ARCHIVES, CAVERNS, CRADLE & EGYPTIAN
Infinite Health
810B3FDC 3F80
Infinite Ammo
800B4797 0007

STREETS
Infinite Health
810BDFDC 3F80
Infinite Ammo
800BE797 0007

TRAIN, JUNGLE & CONTROL CENTER
Infinite Health
810A77DC 3F80
Infinite Ammo
800A7F97 0007

AZTEC
Infinite Health
810973DC 3F80
Infinite Ammo
80097B97 0007
All Guns (Note 1)
80058593 0001
Bond Invisible (Note 1)
8005859A 0001
DK Mode (Note 1)
8005859C 0001
Enemy Rockets (Note 1)
800585AC 0001
Fast Animation (Note 1)
800585AA 0001
Infinite Ammo (Note 1)
8005859B 0001
Invincible (Note 1)
80058592 0001
Line Mode (Note 1)
80058597 0001
No Radar-Multi (Note 1)
800585A7 0001
Paint Ball Mode (Note 1)
8005859F 0001
Tiny Bond (Note 1)
8005859E 0001
Turbo Mode (Note 1)
800585AE 0001

OPEN ALL LEVELS (Note 2)
81058950 0101
80058952 000F
80058954 000F
80058956 000F
80058958 000F
8005895A 000F
8005895C 000F
8005895E 000F
80058960 000F
80058962 000F

Note 1: These open up the cheats in the inbuilt cheat menu. For these codes to work the menu should be active.

Note 2: For these to work, make a copy of a save in the game.

TIP All of the extra secret characters wear tuxedos, which means they all have the same speed and agility as Bond himself.

HIGH SCORES

1080° SNOWBOARDING

AIR MAKE
Ross McKinstray – 101750 pts

CRYSTAL LAKE
Thomas Badge – 1'02.99
Dominic Floyd – 56650 pts

GOLDEN FOREST
Jeremy Wendt – 1'20.22
Abraham Alzouman – 61109 pts

DRAGON CAVE
Harold Spiggot – 1'24.25
Jeremy Wendt– 79535 pts

HALF PIPE
Ross McKinstray – 122328pts

CRYSTAL PEAK
Adam Charlton – 1'27.84
Dominic Floyd – 80320 pts

MOUNTAIN VILLAGE
Adam Charlton – 1'30.75
Norman Obeseki – 50552 pts

DEADLY HALL
Norman Obeseki – 1'08.27
Dominic Floyd – 147801 pts

GOLDENEYE 007

DAM
John Hunter – 00:31

FACILITY
John Hunter – 00:40

RUNWAY
John Hunter – 0:13

SURFACE
John Hunter – 00:42

BUNKER
John Hunter – 0:17

SILO
John Hunter – 1:11

FRIGATE
John Hunter – 00:23

SURFACE
John Hunter – 00:34

BUNKER
John Hunter – 00:18

STATUE
John Hunter – 1:54

ARCHIVES
Jonathan Gane – 00:15

STREETS
John Hunter – 00:41

DEPOT
John Hunter – 00:19

TRAIN
John Hunter – 1:28

JUNGLE
Bobby Kenny – 1:04

CONTROL
John Hunter – 04:21

CAVERN
John Hunter – 00:39

CRADLE
Bobby Kenny – 00:36

AZTEC COMPLEX
Bobby Kenny – 02:39

EGYPTIAN TEMPLE
Bobby Kenny – 00:42

DIDDY KONG RACING

ANCIENT LAKE
UK Race: 0'43.05 – Justin Marshall

FOSSIL CANYON
UK Race: 1'10.71 – Thomas Geoffries

HOT TOP VOLCANO
UK Race: 1'14.54 – Joe Perry

JUNGLE FALLS
UK Race: 0'47.00 – Joe Perry

WALRUS COVE
UK Race: 1'40.34 – Joe Perry

CRESCENT ISLAND
UK Race: 1'14.31 – Richard Dunn

WINDMILL PLAINS
UK Race: 1'45.76 – Joe Perry

DARKMOON CAVERNS
UK Race: 1'48.90 – Joe Perry

WE WANT PHOTOS...

As you may have noticed from the extra games and new layout, High Scores has changed slightly. Well, we want to reward you for your efforts by including a picture of yourself in the mag. Even if you don't make it onto the monthly role of honour, we'll put your picture in as a sign of a good effort – so remember to send one in with your scores. Don't get complacent though, there are still some cool prizes to be had for the best performances.

SNOWBOARD KIDS

ROOKIE MOUNTAIN
UK Race: 0'26.63 – Alan Dundas

BIG SNOWMAN
UK Race: 1'37.73 – Robert Gallagher

SUNSET ROCK
UK Race: 1'35.40 – Alan Dundas

NIGHT HIGHWAY
UK Race:1'32.20 – Erwin Zeevaart

GRASS VALLEY
UK Race: 1'42.83 – Alan Dundas

DIZZY LAND
UK Race: 1'36.80 – Erwin Zeevaart

NINJA LAND
UK Race: 0'23.76 – Robert Gallagher

QUICKSAND VALLEY
UK Race: 1'36.43 – Alan Dundas

SILVER MOUNTAIN
UK Race: 1'46.30 – Erwin Zeevaart

MARIO KART 64

LUIGI RACEWAY
UK Race: 1'28.61 – Ross McKinstray
UK Lap: 0'28.34 – Ross McKinstray
US Race: 1'23.10 – George Weif
US Lap: 0'26.21 – Tim Kliewer

MOO MOO FARM
UK Race: 1'21.45 – Ross McKinstray
UK Lap: 0'26.46 – Ross McKinstray
US Race: 1'17.30 – Greg Ihnatenko
US Lap: 0'26.43 – Greg Ihnatenko

KOOPA TROOPA BEACH
UK Race: 1'27.81 – Ross McKinstray
UK Lap: 0'28.43 – Ross McKinstray
US Race: 1'24.91 – Tim Kliewer
US Lap: 0'26.70 – Greg Ihnatenko

KALIMARI DESERT
UK Race: 1'52.44 – Peter Stock
UK Lap: 0'37.01 – Peter Stock
US Race: 1'39.14 – Tim Kliewer
US Lap: 0'32.65 – Tim Kliewer

TOAD'S TURNPIKE
UK Race: 1'47.69 – Alan Dundas
UK Lap: 0'33.09 – Alan Dundas
US Race: 1'51.04 – Greg Ihnatenko
US Lap: 0'34.05 – Greg Ihnatenko

FRAPPE SNOWLAND
UK Race: 0'28.12 – Steven Canuck
UK Lap: 0'06.54 – Alan Dundas
US Race: 0'26.13 – Loustarinen Tata
US Lap: 0'05.51 – G.Weif/G.Ihnatenko

CHOCO MOUNTAIN
UK Race: 1'07.80 – Peter Stock
UK Lap: 0'20.02 – Peter Stock
US Race: 1'24.18 – Thomas Geoffries
US Lap: 0'27.80 – Greg Ihnatenko

MARIO RACEWAY
UK Race: 1'02.63 – Steven Canuck
UK Lap: 0'20.23 – Richard Dunn
US Race: 0'57.63 – George Weif
US Lap: 0'17.96 – Greg Ihnatenko

WARIO STADIUM
UK Race: 0'22.03 – Rob Pierce
UK Lap: 0'06.14 – Lewis Evans
US Race: 1'06.37 – George Weif
US Lap: 0'05.41 – Greg Ihnatenko

SHERBERT LAND
UK Race: 1'58.41 – Ross McKinstray
UK Lap: 0'37.87 – Ross McKinstray
US Race: 1'44.47 – Greg Ihnatenko
US Lap: 0'34.38 – Greg Ihnatenko

ROYAL RACEWAY
UK Race: 2'08.76 – Rob Pierce
UK Lap: 0'42.28 – Rob Pierce
US Race: 1'48.73 – George Weif
US Lap: 0'35.89 – George Weif

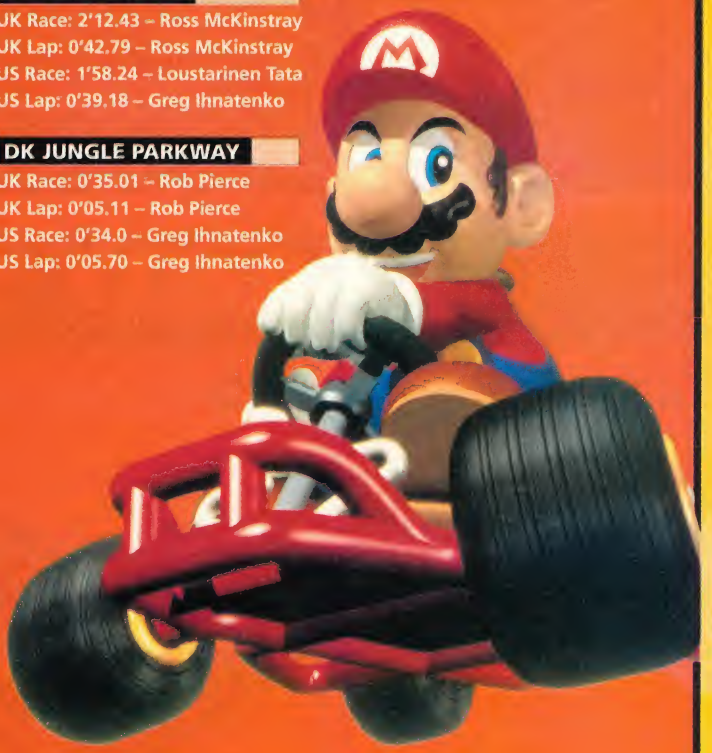
BOWSER CASTLE
UK Race: 2'12.43 – Ross McKinstray
UK Lap: 0'42.79 – Ross McKinstray
US Race: 1'58.24 – Loustarinen Tata
US Lap: 0'39.18 – Greg Ihnatenko

DK JUNGLE PARKWAY
UK Race: 0'35.01 – Rob Pierce
UK Lap: 0'05.11 – Rob Pierce
US Race: 0'34.0 – Greg Ihnatenko
US Lap: 0'05.70 – Greg Ihnatenko

YOSHI VALLEY
UK Race: 1'24.28 – Danny Dunn
UK Lap: 0'11.22 – Danny Dunn
US Race: 1'30.93 – Loustarinen Tata
US Lap: 0'09.30 – George Weif

BANSHEE BOARDWALK
UK Race: 2'02.80 – Ross McKinstray
UK Lap: 0'40.06 – Ross McKinstray
US Race: 1'50.70 – George Weif
US Lap: 0'36.45 – Greg Ihnatenko

RAINBOW ROAD
UK Race: 4'18.19 – Alan Dundas
UK Lap: 1'20.95 – Ross McKinstray
US Race: 4'16.89 – Matthew Bailey
US Lap: 1'21.69 – Greg Ihnatenko



F-1 GRAND PRIX

BRITAIN
Jan-Erik Spangberg: 0:49.64

BRAZIL
Thomas Badge: 0:46.20

GERMANY
Thomas Badge: 0:50.45

SAN MARINO
Jan-Erik Spangberg: 0:55.37

HUNGARY
Jan-Erik Spangberg: 0:45.29

ARGENTINA
Jan-Erik Spangberg: 0:46.75

ITALY
Jan-Erik Spangberg: 0:53.36

MONACO
Jan-Erik Spangberg: 0:51.69

LUXEMBOURG
Jan-Erik Spangberg: 0:47.77

AUSTRALIA
Thomas Badge: 0:53.41

JAPAN
Jan-Erik Spangberg: 01:03.18

SPAIN
Jan-Erik Spangberg: 0:51.61

EUROPE
Jan-Erik Spangberg: 0:50.20

FRANCE
Jan-Erik Spangberg: 0:46.81

AUSTRIA
Jan-Erik Spangberg: 0:43.28

CANADA
Thomas Badge: 048.39

WIPEOUT 64

KUES BRIDGE
Race: 1.45.5 – Paul Stocks
Lap: 18.0 – Jan-Erik Spangberg

MACHAON II
Race: 3.00.0 – Paul Stocks
Lap: 31.1 – Jan-Erik Spangberg

DORON IV
Race: 2.31.3 – Paul Stocks
Lap: 27.8 – Jan-Erik Spangberg

TERAFUMOS
Race: 2.37.9 – Paul Stocks
Lap: 28.2 – Jan-Erik Spangberg

SOKANA
Race: 2.47.1 – Paul Stocks
Lap: 30.6 – Jan-Erik Spangberg

VELOCITAR
Race: 2.08.8 – Paul Stocks
Lap: 24.5 – Jan-Erik Spangberg

DYRONESS
Race: 2.04.0 – Paul Stocks
Lap: 20.2 – Jan-Erik Spangberg

V-RALLY '99 EDITION

INDONESIA

Stage1	5'35.19	Paul Stocks
Stage2	6'23.19	Paul Stocks
Stage3	7'56.19	Paul Stocks

ENGLAND

Stage1	5'35.19	Paul Stocks
Stage2	6'23.19	Paul Stocks
Stage3	7'56.19	Paul Stocks

SPAIN

Stage1	5'35.19	Paul Stocks
Stage2	6'23.19	Paul Stocks
Stage3	7'56.19	Paul Stocks

SAFARI

Stage1	5'35.19	Paul Stocks
Stage2	6'23.19	Paul Stocks
Stage3	7'56.19	Paul Stocks

CORSICA

Stage1	5'35.19	Paul Stocks
Stage2	6'23.19	Paul Stocks
Stage3	7'56.19	Paul Stocks

NEW ZEALAND

Stage1	5'35.19	Paul Stocks
Stage2	6'23.19	Paul Stocks
Stage3	7'56.19	Paul Stocks

FRENCH ALPS

Stage1	5'35.19	Paul Stocks
Stage2	6'23.19	Paul Stocks
Stage3	7'56.19	Paul Stocks

SWEDEN

Stage1	5'35.19	Paul Stocks
Stage2	6'23.19	Paul Stocks
Stage3	7'56.19	Paul Stocks

ISS '98 CHALLENGE

As we are all aware, ISS '98 has been at the forefront of N64 football games for some time now. With so many of you owning the game and with football being such a popular sport I have decided to throw down a challenge to all you budding Michael Owen's out there. How many goals can you score in a ten minute game. I have provided you with my score and I defy you to beat it. Excitement Direct will reward the highest score next month, but for the time being...

19-0

LYLAT WARS

CORNERIA
Rob Pierce – 275

METEO
Patrick Pfeffer – 431

SECTOR Y
Andrew Robson – 253

KATINA
Tim Kliewer – 327

AQUAS
Andrew Robson – 202

FORTUNA
Arron Taylor – 87

BOLSE DEFENCE
Dimitri Jarazraj – 269

SOLAR
Andrew Robson – 144

ZONESS
Andrew Robson – 347

AREA 6
Greg Ihnatenko – 535

SECTOR X
Patrick Pfeffer – 289

MACBETH
Andrew Robson – 232

AREA 6
Greg Ihnatenko – 535

SECTOR Z
Dimitri Jarazraj – 122

TITANIA
Andrew Robson – 264

VENOM
Andrew Robson – 263

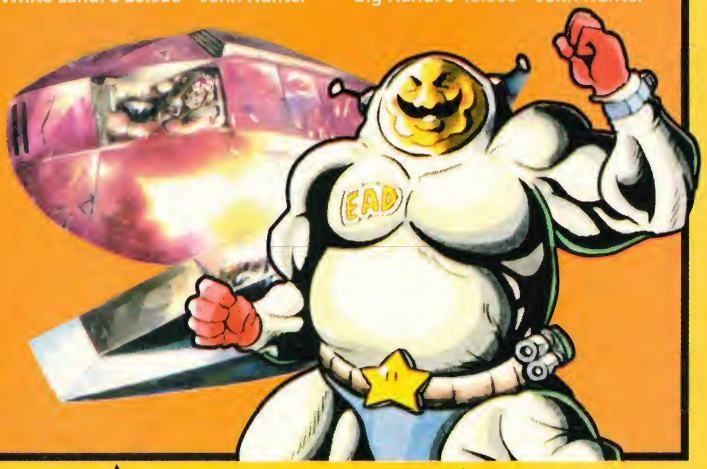
F-ZERO X

JACK CUP
Mute City: 0'25.108 – John Hunter
Silence: 0'23.075 – John Hunter
Sand Ocean: 0'21.677 – John Hunter
Devils Forest: 0'25.287 – John Hunter
Big Blue: 0'30.652 – John Hunter
Port Town: 0'29.325 – John Hunter

KING CUP
Fire Field: 0'26.335 – John Hunter
Silence 2: 0'30.668 – John Hunter
Sector Beta: 0'32.038 – John Hunter
Red Canyon 2: 0'31.095 – John Hunter
White Land 2: 0'23.153 – John Hunter
Mute City 3: 0'33.715 – John Hunter

QUEEN CUP
Sector Alpha: 0'25.622 – John Hunter
Red Canyon: 0'24.768 – John Hunter
Devils Forest 2: 0'27.981 – John Hunter
Mute City 2: 0'25.446 – John Hunter
Big Blue 2: 0'20.982 – John Hunter
White Land: 0'29.530 – John Hunter

JOKER CUP
Rainbow Road: 0'40.827 – John Hunter
Devils Forest 3: 0'26.155 – John Hunter
Space Plant: 0'39.143 – John Hunter
Sand Ocean 2: 0'31.285 – John Hunter
Port Town: 0'37.873 – John Hunter
Big Hand: 0'45.900 – John Hunter



STAR PRIZE!

JOHN HUNTER

RUNNERS UP: BOBBY KENNY
ADAM CHARLTON
JAN-ERIK SPANGBERG
THOMAS BADGE

A big well done this month goes to John Hunter for an outstanding performance on both *Goldeneye* and *F-Zero*. As there was no previous scores for the latter, his have gone straight into the top spot. As *F-Zero* X is in the mag, see if you can better them – they are definitely beatable.

Send your high scores to: High Scores, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

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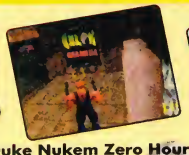
WELCOME TO GAMEPLAY

UK NINTENDO 64 GAMES

Wipeout 64

F Zero X


Duke Nukem Zero Hour

Rogue Squadron

FIFA '99

Zelda

Micro Machines 64

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NEXT MONTH

132 PAGES! BIGGEST EVER ISSUE!

You may think that this issue of Total N64 is the greatest mag you've ever seen, and you'd be right! But next month we're going to be even better, with our biggest ever issue for the second issue running - a whopping 132 pages jam-packed with the first news, the most accurate UNBIASED reviews and the best guides this side of Alpha Centauri. Are you ready for the revolution?

PREVIEWS

HYBRID HEAVEN
Konami's RPG melting-pot is nearing completion and looking absolutely gorgeous if video footage on the internet is anything to go by. We'll bring you the lowdown on what could be one of the best games of the year!

JET FORCE GEMINI
Our illustrious editor has blagged himself a visit to Rare to see their next smash hit in the comfort of Manor Park in Twycross, the spawney...Anyway, we'll be bringing you a big-up preview on what those guys are cooking up for you this time around!

REVIEWS

VIGILANTE 8
Activision's seventies kitsch in cars with guns hit Vigilante 8 is on its way to the N64, and we'll have the full review for you next issue. Total Carnage!

SNOBO KIDS 2
Those pesky kids are back and they're going out on the piste! We'll be playing this promising-looking game for all it's worth to make sure we bring you a suitably exhaustive review.

CAESAR'S PALACE
The chips are down, the stakes are high...so we'll all be having stake and chips next month. Craps are a distinct possibility...

WWF ATTITUDE

Acclaim's sequel to last year's superb Warzone is almost ready to engage you with a collar and elbow tie-up. We take a look at the development of what should be one of the year's biggest sellers, take an in-depth look at the wrestling business, take a trip down to check out the WWF live in Birmingham, and unless some huge natural disaster swallows us all up, we should be able to bring you an exclusive interview with America's most popular sports personality, "Stone Cold" Steve Austin himself!

GUIDES

BEETLE ADVENTURE RACING
Never has a racing game been so packed with secrets! By next month our esteemed gamebuster will have found everything the game has to offer...just for you!

CASTLEVANIA
We've played through both games, seen all the endings, and found everything that Konami's brilliant adventure has to offer.

TOTAL N64 27 ARRIVES 30.04.99. BE READY...

TOTAL RECALL

BEST PUZZLERS

1

SILICON VALLEY
Part puzzler, part platformer, Silicon Valley sees you guidin animal hosts to animal host in the name of saving planet Earth!

2

WETRIX
Original and addictive water-based puzzler that has you tearing your hair out but returning for 'one more go' anyway.

3

TSUNAMI
A brilliant adaption of the Puyo Puyo or 'bean' style games which is brimming with madcap Japanese humour!

4

BUST-A-MOVE 3
Acclaim's fun little puzzler is not exactly pushing the boundaries of the N64, but it can be highly compelling at times.

5

TETRISPHERE
Hard to get into, but hard to put down – Tetrisphere combines the addictiveness of *Tetris* with an intriguing new spherical format.

Total Recall is Total N64's exhaustive round-up of every game on the N64. Before you open your wallet to buy a game you must consult these holy pages to see whether your money will be well spent or simply wasted...

Our ten top 5 charts will also tell you what the greatest games are in every genre, meaning that you need never spend valuable playing time wondering about which game to buy!

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80-89% TOTAL N64 + GAME BOY COLOR

Titles receiving the Total N64 Silver award are still fab. However, they might not appeal to everyone and require a little more consideration before purchase.

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PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £39.99
GENRE: SNOWBOARDING
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
90%

AEROFIGHTERS ASSAULT
PUBLISHER: VIDEO SYSTEMS
DEVELOPER: PARADIGM
PRICE: £49.99
GENRE: JET DOGFIGHTING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
55%

AERO GAUGE
PUBLISHER: ASCII
DEVELOPER: LOCOMOTIVE
PRICE: £49.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
51%

AIRBOARDER 64
PUBLISHER: HUMAN
DEVELOPER: IN-HOUSE
PRICE: £49.99
GENRE: AIRBOARDING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
72%

ALL-STAR BASEBALL '99
PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £39.99
GENRE: BASEBALL SIMULATION
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
82%

ALL STAR TENNIS '99
PUBLISHER: UBISOFT
DEVELOPER: UBISOFT
PRICE: £49.99
GENRE: ARCADE TENNIS
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
79%

BANJO-KAZOOIE
PUBLISHER: NINTENDO
DEVELOPER: RARE
PRICE: £49.99
GENRE: PLATFORM ADVENTURE
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1
93%

BATTLETANX
PUBLISHER: 3DO
DEVELOPER: PSYCLONE
PRICE: £49.99
GENRE: SHOOT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
80%

BIO-FREAKS
PUBLISHER: MIDWAY
DEVELOPER: SAPPHIRE
PRICE: £49.99
GENRE: BEAT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
78%

BLAST CORPS
PUBLISHER: NINTENDO
DEVELOPER: RARE
PRICE: £29.99
GENRE: DESTROY!
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
85%

BODY HARVEST
PUBLISHER: GREMLIN
DEVELOPER: DMA DESIGN
PRICE: £29.99
GENRE: EVERYTHING!
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1
90%

BOMBERMAN 64
PUBLISHER: NINTENDO
DEVELOPER: HUDSON
PRICE: £49.99
GENRE: PLATFORMER
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
65%

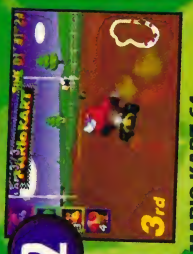
BOMBERMAN HERO
PUBLISHER: NINTENDO
DEVELOPER: HUDSON
PRICE: £49.99
GENRE: PLATFORMER
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
71%

BUCK BUMBLE
PUBLISHER: UBI SOFT
DEVELOPER: ARGONAUT
PRICE: £49.99
GENRE: SHOOT 'EM-UP
SAVE: MEMORY-PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
85%

BUST-A-MOVE 2
PUBLISHER: ACCLAIM
DEVELOPER: TAITO
PRICE: £39.99
GENRE: PUZZLE
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
61%

BEST MULTIPLAYER

1 **GOLDENEYE**
The four player mode is brimming with sneak attacks, fast action and is brilliant!



2 **MARIO KART 64**
Whether playing with mates in Grand Prix, or in Battle Mode, Mario Kart 64 is still one of the all time greats.

3 **MARIO PARTY**
Underrated by some older mags, this is a fantastic little gem of a game that could eat those rainy days away.

4 **MICRO MACHINES**
Although it can accomodate eight players it's far more comfortable with four – up there with the best of them.

5 **WCW VS NWO: REVENGE**
This frantic beat 'em-up is brilliant muscebound fun.

BUST -A-MOVE 3
PUBLISHER: ACCLAIM
DEVELOPER: TAITO
PRICE: £39.99
GENRE: PUZZLE
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
70%

CHAMELEON TWIST
PUBLISHER: INFOGRAMES
DEVELOPER: SUNSOFT
PRICE: £49.99
GENRE: PLATFORMER
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
67%

CHOPPER ATTACK
PUBLISHER: SETA
DEVELOPER: IN-HOUSE
PRICE: £49.99
GENRE: SHOOT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1
79%

CLAYFIGHTER 63 1/3
PUBLISHER: INTERPLAY
DEVELOPER: IN-HOUSE
PRICE: £49.99
GENRE: BEAT 'EM-UP
SAVE: NO
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
28%

CRUIS'N USA
PUBLISHER: NINTENDO
DEVELOPER: MIDWAY
PRICE: £29.99
GENRE: RACING
SAVE: NO
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
51%

CRUIS'N WORLD
PUBLISHER: NINTENDO
DEVELOPER: MIDWAY
PRICE: £39.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
79%

DARK RIFT
PUBLISHER: DARK RIFT
DEVELOPER: VIC TOKAI
PRICE: £49.99
GENRE: BEAT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
73%

DEZAEMON 3D
PUBLISHER: ATHENA
DEVELOPER: IN-HOUSE
PRICE: AROUND £50
GENRE: SHOOT 'EM-UP CREATOR
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1
52%

DIDDY KONG RACING
PUBLISHER: RARE
DEVELOPER: RARE
PRICE: £39.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
92%

DOOM 64
PUBLISHER: GTI
DEVELOPER: MIDWAY
PRICE: £49.99
GENRE: FIRST-PERSON SHOOTER
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
71%

DUKE NUKEM 64
PUBLISHER: GTI
DEVELOPER: IN_HOUSE
PRICE: £49.99
GENRE: SHOOT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
85%

DUAL HEROES
PUBLISHER: HUDSON
DEVELOPER: IN-HOUSE
PRICE: £54.99
GENRE: BEAT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
53%

EXTREME-G
PUBLISHER: HUDSON
DEVELOPER: IN-HOUSE
PRICE: £49.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
74%

EXTREME-G2
PUBLISHER: ACCLAIM
DEVELOPER: PROBE
PRICE: £39.99
GENRE: RACING
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
80%

F1 WORLD GRAND PRIX
PUBLISHER: VIDEO SYSTEMS
DEVELOPER: PARADIGM
PRICE: £39.99
GENRE: F1 SIMULATION
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
90%

FIFA 64
PUBLISHER: ELECTRONIC ARTS
DEVELOPER: ELECTRONIC ARTS
PRICE: £29.99
GENRE: FOOTIE SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
65%

FIFA: RTTWC '98
PUBLISHER: ELECTRONIC ARTS
DEVELOPER: EALECTRONIC ARTS
PRICE: £54.99
GENRE: FOOTBALL SIMULATION
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
75%

FIFA '99
PUBLISHER: EA SPORTS
DEVELOPER: EA SPORTS
PRICE: £39.99
GENRE: FOOTBALL SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: YES
PLAYERS: 1-4
94%

FIGHTERS DESTINY
PUBLISHER: INFOGRAMES
DEVELOPER: IMAGINEER
PRICE: £49.99
GENRE: BEAT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
84%

FORSAKEN
PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £59.99
GENRE: SHOOT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
91%

F-ZERO X
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £39.99
GENRE: RACING
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
91%

BEST SPORTS GAMES

1

FIFA '99
Only just better than *ISS '98*, FIFA '99 is, simply, the greatest football game we have ever played.

2

ISS '98
Konami's wonderful soccer game is such a close second that any football fan really needs both!

3

NFL BLITZ
Blistering arcade American football action that is easy enough for anyone to get into and absolutely wonderful in two player mode.

4

NFL QUARTERBACK CLUB '99
For the more ardent American football fan, Quarterback Club is a highly detailed simulation that doesn't go far wrong.

5

ALL-STAR BASEBALL '99
From Iguana comes this gorgeous and thoroughly in-depth baseball sim.

BEST SHOOT 'EM-UPS

1 **GOLDENEYE**
The greatest first-person shoot 'em-up of all time – including PC games! Genius!

2 **ROGUE SQUADRON**
Slip into Luke Skywalker's orange jumpsuit and take the fight to the Empire in this stunning *Star Wars* shooter.

3 **TUROK 2**
A trifle limited but rock-hard with gorgeous graphics and some of the baddest weapons you have ever seen!

4 **LYLAT WARS**
Nintendo's 64bit update of the SNES *Super-FX* classic is a brilliant game that also has a great four-player mode!

5 **FORSAKEN**
Acclaim's shooter is a brilliant and original game.

BEST RACING GAMES

1 **MARIO KART 64**
Like the SNES version, but with better graphics, longer courses and an excellent multiplayer!

2 **DIDDY KONG RACING**
Superior to *Mario Kart 64* in single-player mode, taking ideas first seen in *Mario 64* and incorporating them into a racing game.

3 **WIPEOUT 64**
Actually far better than the PlayStation version and amazingly it even pips Nintendo's own *F-Zero X* to the post of best futuristic racer.

4 **MICRO MACHINES 64 TURBO**
Not technically amazing, but Micro Machines is an insanely funny pint-sized racing game!

5 **F-ZERO X**
Brilliant update of the 16bit hit that offers eye-peeling speed in single or multiplayer mode.

G.A.S.P.
PUBLISHER: KONAMI
DEVELOPER: KONAMI
PRICE: £49.99
GENRE: BEAT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
64%

GEX 64
PUBLISHER: GTI
DEVELOPER: IN-HOUSE
GENRE: PLATFORMER
PRICE: £49.99
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
65%

GLOVER
PUBLISHER: NINTENDO
DEVELOPER: HASBRO
PRICE: £39.99
GENRE: PLATFORMER
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
82%

GOEMON 2
PUBLISHER: KONAMI
DEVELOPER: KONAMI
PRICE: APPROX. £50
GENRE: PLATFORM ADVENTURE
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
63%

GOLDENEYE
PUBLISHER: NINTENDO
DEVELOPER: RARE
PRICE: £49.99
GENRE: SHOOT 'EM-UP
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
95%

GT 64: CHAMPIONSHIP EDIT
PUBLISHER: INFOGRAMES
DEVELOPER: IMAGINEER
PRICE: £49.99
GENRE: DRIVING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
75%

HEXEN 64
PUBLISHER: GTI
DEVELOPER: SOFTWARE CREATIONS
PRICE: £49.99
GENRE: FIRST-PERSON SHOOT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
53%

HOLY MAGIC CENTURY
PUBLISHER: THQ
DEVELOPER: IMAGINEER
PRICE: £49.99
GENRE: RPG ADVENTURE
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
65%

IGGY'S RECKIN' BALLS
PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £49.99
GENRE: INSANE RACER
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
83%

ISS 64
PUBLISHER: KONAMI
DEVELOPER: KONAMI
PRICE: £34.99
GENRE: ARCADE FOOTBALL
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
90%

ISS '98
PUBLISHER: KONAMI
DEVELOPER: KONAMI
PRICE: £39.99
GENRE: ARCADE FOOTBALL
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
93%

KILLER INSTICT GOLD
PUBLISHER: NINTENDO
DEVELOPER: RARE
PRICE: £54.99
GENRE: BEAT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
72%

KING OF PRO BASEBALL
PUBLISHER: NINTENDO
DEVELOPER: IMAGINEER
PRICE: AROUND £50
GENRE: ARCADE BASEBALL
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
79%

KNIFE EDGE: NOSE GUNNER
PUBLISHER: MIDWAY
DEVELOPER: KEMCO
PRICE: £39.99
GENRE: FIRST-PERSON SHOOTER
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
49%

LAMBORGHINI AUTOMOBILI
PUBLISHER: TITUS
DEVELOPER: IN-HOUSE
PRICE: £49.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
72%

ZELDA 64
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £49.99
GENRE: ADVENTURE
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1
95%

LYLAT WARS
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £59.99
GENRE: SHOOT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
91%

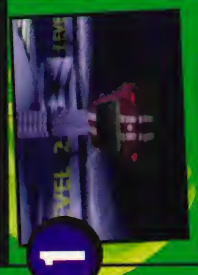
MADDEN 64
PUBLISHER: EA SPORTS
DEVELOPER: EA SPORTS
PRICE: £54.99
GENRE: AMERICAN FOOTY
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
87%

MAGICAL DISNEY TETRIS
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
PRICE: APPROX £50
GENRE: PUZZLE
SAVE: NO
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
59%

MARIO KART 64
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: 49.99
GENRE: RACING
SAVE: BATTERY BACK-UP
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
93%

MARIO PARTY
PUBLISHER: NINTENDO
DEVELOPER: HUDSON
PRICE: £49.99
GENRE: FUN!
SAVE: MEMORY CARD
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
80%

BEST DRIVING GAMES



1. **BEETLE ADVENTURE RACING** Beautiful, fast and jam-packed with secrets! Stunning.

2. **F1 WORLD GRAND PRIX** A brilliant F1 simulation that is hard to get into but offers loads of depth for the aspiring Eddie Irvine.

3. **RACING SIMULATION: MONACO GRAND PRIX** Not quite up to *F1 WGP*'s level but a close second place as far as F-1 simulations go.

4. **V-RALLY '99 EDITION** Some awkward handling tendencies, but it makes up for this with good speed and plenty of tracks.

5. **TOP GEAR OVERDRIVE** Great fun but maybe a trifle limited for the expert!

MICRO MACHINES 64 TURBO

PUBLISHER: CODEMASTERS
DEVELOPER: CODEMASTERS
PRICE: £49.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-8

TOTAL N64

91%

MIKE PIAZZA'S STRIKEZONE

PUBLISHER: GTI
DEVELOPER: DEVIL'S THUMB
PRICE: AROUND £50
GENRE: BASEBALL SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4

32%

MISCHIEF MAKERS

PUBLISHER: ENIX
DEVELOPER: TREASURE
PRICE: £29.99
GENRE: PLATFORMER
SAVE: NO
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1

69%

MISSION: IMPOSSIBLE

PUBLISHER: INFOGRAMES
DEVELOPER: INFOGRAMES
PRICE: £39.99
GENRE: SPY-SIM
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1

65%

MK: MYTHOLOGIES

PUBLISHER: GTI
DEVELOPER: MIDWAY
PRICE: £54.99
GENRE: RPG BEAT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1

28%

MORTAL KOMBAT TRILOGY

PUBLISHER: GTI
DEVELOPER: MIDWAY
PRICE: £49.99
GENRE: BEAT 'EM-UP
SAVE: NO
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-8

50%

MORTAL KOMBAT 4

PUBLISHER: MIDWAY
DEVELOPER: EUROCOM
PRICE: 39.99
GENRE: BEAT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2

TOTAL N64

86%

MRC RACING

PUBLISHER: INFOGRAMES
DEVELOPER: IMAGINEER
PRICE: £49.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2

TOTAL N64

82%

MYSTICAL NINJA 64

PUBLISHER: KONAMI
DEVELOPER: KONAMI
PRICE: £49.99
GENRE: RPG / ADVENTURE
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1

TOTAL N64

87%

NAGANO WINTER OLYMPICS

PUBLISHER: KONAMI
DEVELOPER: KONAMI
PRICE: £59.99
GENRE: SPORTS SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4

75%

NASCAR '99

PUBLISHER: ELECTRONIC ARTS
DEVELOPER: ELECTRONIC ARTS
PRICE: £49.99
GENRE: DRIVING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2

63%

NBA COURTSIDE

PUBLISHER: NINTENDO
DEVELOPER: LEFTFIELD
PRICE: £39.99
GENRE: BASKETBALL SIM
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4

TOTAL N64

84%

NBA HANG TIME

PUBLISHER: GTI
DEVELOPER: IN-HOUSE
PRICE: £49.99
GENRE: BASKETBALL SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4

74%

NBA JAM '99

PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £44.99
GENRE: BASKETBALL SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4

71%

NBA LIVE '99

PUBLISHER: ELECTRONIC ARTS
DEVELOPER: ELECTRONIC ARTS
PRICE: £49.99
GENRE: BASKETBALL SIM
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4

79%

NBA PRO '98

PUBLISHER: KONAMI
DEVELOPER: KONAMI
PRICE: £49.99
GENRE: BASKETBALL SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4

TOTAL N64

80%

NFL BLITZ

PUBLISHER: MIDWAY
DEVELOPER: MIDAY
PRICE: £49.99
GENRE: ARCADE AMERICAN FOOTY
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2

TOTAL N64

87%

NFL QUARTERBACK CLUB '98

PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £49.99
GENRE: AMERICAN FOOTY
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2

TOTAL N64

85%

NFL QUARTERBACK CLUB '99

PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £39.99
GENRE: AMERICAN FOOTY SIM
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: YES
PLAYERS: 1-4

TOTAL N64

87%

NHL '99

PUBLISHER: ELECTRONIC ARTS
DEVELOPER: ELECTRONIC ARTS
PRICE: £39.99
GENRE: ICE-HOCKEY SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4

79%

NHL BREAKAWAY '98

PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £49.99
GENRE: ICE-HOCKEY SIM
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1

62%

BEST PLATFORMERS

1.

MARIO 64
An experiment into how the N64 and 3D could work and one of the greatest games ever made.

2.

BANJO-KAZOOIE
Graphically far superior to *Mario 64*, but eventually not quite as challenging... nevertheless it is a very close race.

3.

GLOVER
Original platform game that sees a glove gently guiding his balls through many weird and wonderful worlds.

4.

YOSHI'S STORY
Perhaps too similar to the SNES version in terms of visuals, but a fun little game nonetheless – perhaps too easy for veterans.

5.

STARSHOT
A flawed but nevertheless often exhilarating journey through the weird and wonderful recesses of French humour.

BEST BEAT-'EM-UPS

1 **WCW VS NWO: REVENGE**
Yes, it's a wrestling game, but it also the best beat 'em-up on the N64!

2 **WWF WARZONE**
The game engine isn't as good as , , Revenge, but the game looks better and has a great Create-A-Wrestler mode

3 **SMASH BROTHERS**
Nintendo's collaboration with Kirby creator HAL is a highly entertaining and original beat 'em-up!

4 **MORTAL KOMBAT 4**
It's Mortal Kombat and it has never changed, but this looks great and if blood is what you want, MK 4 delivers.

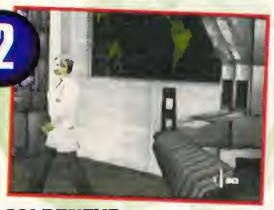
5 **BIO-F.R.E.A.K.S**
Gory, underrated and frantic button-bashing fun!

BEST OVERALL GAMES

1

ZELDA 64
This is the greatest game ever created - if you haven't got this then you're mad!

2



GOLDENEYE
Rare's spy shoot 'em-up is still an office fave well over a year since we last played it!

3

MARIO 64
What can we say that has not already been said about this wondrous game?

4

BLAST CORPS
Destroy everything in the path of a nuclear warhead on the rampage, as one of several vehicles.

5

SUPER MARIO KART
Although it's ageing, Mario Kart 64 is one of the greatest games you could ever play!

NHL BREAKAWAY '99
PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £39.99
GENRE: ICE-HOCKEY SIM
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1
68%

NIGHTMARE CREATURES
PUBLISHER: ACTIVISION
DEVELOPER: KALISTO
PRICE: APPROX £50
GENRE: ADVENTURE
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1
59%

OFFROAD CHALLENGE
PUBLISHER: GTI
DEVELOPER: MIDWAY
PRICE: £49.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
29%

OLYMPIC HOCKEY
PUBLISHER: GTI
DEVELOPER: MIDWAY
PRICE: £49.99
GENRE: HOCKEY SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
80%

PENNY RACERS
PUBLISHER: THQ
DEVELOPER: TAKARA
PRICE: £49.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
75%

PILOTWINGS 64
PUBLISHER: NINTENDO
DEVELOPER: PARADIGM
PRICE: £39.99
GENRE: FLYING SIM
SAVE: BATTERY BACK-UP
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
90%

QUAKE
PUBLISHER: GTI
DEVELOPER: MIDWAY
PRICE: £49.99
GENRE: FIRST-PERSON SHOOTER
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
75%

RAKUGA KIDS
PUBLISHER: KONAMI
DEVELOPER: KONAMI
PRICE: £49.99
GENRE: BEAT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
70%

RAMPAGE: WORLD TOUR
PUBLISHER: GTI
DEVELOPER: MIDWAY
PRICE: £44.99
GENRE: DESTROY!
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-3
52%

ROBOTRON 64
PUBLISHER: GTI
DEVELOPER: CRAVE ENTERTAINMENT
PRICE: £54.99
GENRE: SHOOT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
53%

RUSH 2
PUBLISHER: MIDWAY
DEVELOPER: IN-HOUSE
PRICE: £49.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
77%

SAN FRANCISCO RUSH
PUBLISHER: MIDWAY
DEVELOPER: IN-HOUSE
PRICE: £49.99
GENRE: RACING
SAVE: NO
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
76%

S.C.A.R.S.
PUBLISHER: UBISOFT
DEVELOPER: VIVID IMAGE
PRICE: £44.99
GENRE: RACING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
84%

SHADOWS OF THE EMPIRE
PUBLISHER: NINTENDO
DEVELOPER: LUCASARTS
PRICE: £54.99
GENRE: STAR WARS SHOOTER
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
83%

SILICON VALLEY
PUBLISHER: TAKE 2
DEVELOPER: DMA
PRICE: £49.99
GENRE: PUZZLE / PLATFORM
SAVE: BATTERY BACK-UP
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
90%

SMASH BROTHERS
PUBLISHER: NINTENDIO
DEVELOPER: HAL
PRICE: AROUND £50
GENRE: BEAT 'EM-UP
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
89%

SNOWBOARD KIDS
PUBLISHER: NINTENDO
DEVELOPER: ATLUS
PRICE: £39.99
GENRE: SNOWBOARDING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
80%

STARSHOT
PUBLISHER: INFOGRAMES
DEVELOPER: INFOGRAMES
PRICE: £54.99
GENRE: PLATFORMER
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
84%

ROGUE SQUADRON
PUBLISHER: NINTENDO
DEVELOPER: LUCASARTS
PRICE: £44.99
GENRE: SHOOT 'EM-UP
SAVE: BATTERY BACK-UP
RUMBLE PAK: YES
EXPANSION PAK: YES
PLAYERS: 1
92%

SUPER MARIO 64
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £49.99
GENRE: PLATFORMER
SAVE: BATTERY BACK-UP
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
95%

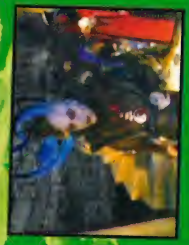
TETRISPHERE
PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
PRICE: £29.99
GENRE: PUZZLE
SAVE: NO
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
79%

AVOID WORST GAMES

JEOPARDY
Incredibly boring game based on the equally bad TV game show. Appalling.

OFFROAD CHALLENGE
Could a racing game get any worse than this? Ten out of ten games reviewers don't think it could!

WCW THUNDER
The kind of game that makes this job a nightmare to do. As ugly as it is unplayable.



MK MYTHOLOGIES
Tries to make an RPG out of the Mortal Kombat background, and we wish they'd never bothered!

FIRE ELECTRIC PEN
Fairground fun, but without the fairground, or the fun.

TOP GEAR OVERDRIVE
PUBLISHER: KEMCO
DEVELOPER: SNOWBLIND
PRICE: £44.99
GENRE: RACER
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: YES
PLAYERS: 1-4
85%

TOP GEAR RALLY
PUBLISHER: KEMCO
DEVELOPER: BOSS
PRICE: £39.99
GENRE: DRIVING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-2
83%

TSUNAMI
PUBLISHER: KONAMI
DEVELOPER: IN-HOUSE
PRICE: AROUND £50
GENRE: PUZZLE
SAVE: NO
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
85%

TUROK: DINOSAUR HUNTER
PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £39.99
GENRE: SHOOT 'EM-UP
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
86%

TUROK 2: SEEDS OF EVIL
PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £39.99
GENRE: FIRST-PERSON SHOOTER
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: YES
PLAYERS: 1-4
92%

TWISTED EDGE SNOWBOARDING
PUBLISHER: KEMCO
DEVELOPER: BOSS GAME STUDIOS
PRICE: £39.99
GENRE: SNOWBOARDING
SAVE: NO
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1
65%

V-RALLY '99 EDITION
PUBLISHER: INFOGRAMES
DEVELOPER: EDEN
PRICE: £39.99
GENRE: DRIVING
SAVE: BATTERY BACK-UP
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
86%

VIRTUAL CHESS
PUBLISHER: TITUS
DEVELOPER: IN-HOUSE
PRICE: £49.99
GENRE: CHESS SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
65%

VR POOL 64
PUBLISHER: INTERPLAY
DEVELOPER: CELERIS
PRICE: £49.99
GENRE: POOL SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
84%

WAIALAE GOLF
PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
PRICE: £39.99
GENRE: GOLF SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
65%

WAR GODS
PUBLISHER: GTI
DEVELOPER: MIDWAY
PRICE: £54.99
GENRE: GOLF SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
65%

WAVE RACE 64
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £39.99
GENRE: JET SKI RACER
SAVE: BATTERY BACK-UP
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
87%

WAYNE GRETSKI'S 3D HOCKEY
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £49.99
GENRE: HOCKEY SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
81%

WAYNE GRETSKI'S 3D HOCKEY '98
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £44.99
GENRE: HOCKEY SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-4
82%

WCW VS NWO: WORLD TOUR
PUBLISHER: THQ
DEVELOPER: ASMIK
PRICE: £54.99
GENRE: WRESTLING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
86%

WCW VS NWO: REVENGE
PUBLISHER: THQ
DEVELOPER: ASMIK
PRICE: £39.99
GENRE: WRESTLING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
91%

WETRIX
PUBLISHER: INFOGRAMES
DEVELOPER: ZED TWO
PRICE: £39.99
GENRE: PUZZLE
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
83%

WIPEOUT 64
PUBLISHER: MIDWAY
DEVELOPER: PSYGNOSIS
PRICE: £44.99
GENRE: RACING
SAVE: MEMORY CARD
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
93%

WORLD CUP '98
PUBLISHER: EA SPORTS
DEVELOPER: EA SPORTS
PRICE: £39.99
GENRE: FOOTBALL SIM
SAVE: MEMORY PAK
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1-2
86%

WWF WARZONE
PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
PRICE: £49.99
GENRE: WRESTLING
SAVE: MEMORY PAK
RUMBLE PAK: YES
EXPANSION PAK: NO
PLAYERS: 1-4
90%

YOSHI' STORY
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PRICE: £39.99
GENRE: PLATFORMER
SAVE: BATTERY BACK-UP
RUMBLE PAK: NO
EXPANSION PAK: NO
PLAYERS: 1
84%

TOTAL N64 ALSO RECOMMENDS...

1

1080° SNOWBOARDING
Nintendo's 1080° Snowboarding is the greatest snowboarding game ever created!

2

BODY HARVEST
Part shoot 'em-up, part puzzler, part driving game, Body Harvest is a mix-up of game styles that blends together very well.

3

WAVE RACE 64
Similar to *1080°* but on jetskis, Wave Race is technically superb and has loads of depth.

4

BLAST CORPS
Destroy everything in the path of a nuclear warhead on the rampage, as one of several vehicles.

5

IGGY'S RECKIN' BALLS
A very odd racing game that can be loads of fun in multiplayer modes. Explaining it is impossible...

TOTAL CONTROL

ALSO INSIDE:

• V-RALLY 2 • GTA LONDON • HOMEWORLD • REQUIEM • ALIENS VS PREDATOR • TWELVE TALES: CONKER 64 • TANKTICS • LE MANS 24 HOUR • SILVER • SUPERBIKE WORLD CHAMPIONSHIP • UPRISING 2 • SILENT HILL • SYPHON FILTER • CASTLEVANIA • ROLLCAGE • BEETLE ADVENTURE RACING • CIVILIZATION II • WILD METAL COUNTRY

RAPIDE PUBLISHING

ISSUE 6 ON SALE NOW

BOYZONE

The N64's baby brother is the latest in the line of the world's greatest-selling console. As a tribute to Nintendo's new hand-held wonder Total N64 presents the first part of our Gameboy Color mini-mag!

BOYZONE PREVIEWS

CONKER'S POCKET TALES 108

BOYZONE REVIEWS

ZELDA DX

110

BOYZONE STAR RATING

★★★★★

The Boyzone Star Sating goes only to the Gameboy games of the highest calibre!

BOYZONE TIPS 114

CONKER'S POCKET TALES

BOYZONE PREVIEW

Coming soon from Rare is Conker's Game Boy Color outing, which is shaping up to be just as exciting a prospect as his forthcoming debut on the N64. What is surprising is that the game seems to be heading in the direction of a *Zelda*-style action-RPG rather than the cartoon-platform adventure we are expecting on the N64. Available in the summer.

720°

BOYZONE PREVIEW

Midway will soon be bringing the 8bit and arcade skateboarding classic 720° to the Game Boy. Proving your worth at the half-pipe is imperative, as is escaping the killer bees which do so little to help you in you quest for extreme supremacy. If it retains the cool playability that previous versions had then it should be something truly worth waiting for!

3 LIONS

BOYZONE PREVIEW

Without the surrounding hype of a major tournament, 3 Lions will arguably have to perform on merit alone. Playing in a top down perspective, much in the same way as the classic *Kick Off*, 3 Lions will retain all of the stars and statistics of the original and will be making an appearance before the end of the summer.

DEFENDER

BOYZONE PREVIEW

Midway's Gameboy version of Defender will play in an almost identical manner to its earlier incarnations and feature everything that made it one of the greatest shoot 'em-ups ever. With a graphic upheaval and far more involving level based structure, Defender looks set to become the surprise Game Boy hit of the year.

FROGGER

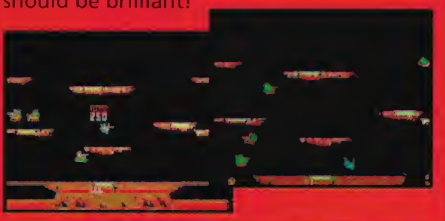
BOYZONE PREVIEW

After appearing in various guises through the ages, the adventures of the amphibian with the neglectful road sense are set to return, and in a very familiar style to his previous outings too. Traffic dodging and log leaping will once again be the order of the day with very few changes to set it apart from the original. Fans of the frog look likely to be the only ones showing an interest.

JOUST

BOYZONE PREVIEW

Another intergalactic retro classic from Midway being ported to the Game Boy is Joust. If you're familiar with the original you will know that involves a space-knight riding and flying a giant turkey. Your task is to knock opponents from their own steeds and remain last standing at the finish. It should be brilliant!



KLAX

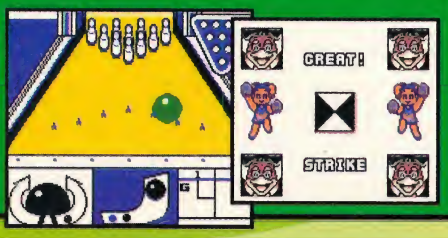
BOYZONE PREVIEW

Playing in a '*Tetris* on a conveyor belt' kind of way, Klax looks set to add to the healthy wealth of cerebral testers currently in the pipeline. Graphically it isn't anything to scream home about – what puzzle games actually induce that reaction anyway? – but as far as brain straining goes, it looks like giving us more than a few headaches when it is due for release in the summer.

POCKET BOWLING

BOYZONE PREVIEW

Athena is soon to be releasing Pocket Bowling for the Gameboy Color - so fear ye not, you can even play if you don't have the pre-requisite beer gut! Pocket Bowling should be a very intersting release...



SILICON VALLEY

BOYZONE PREVIEW

Silicon Valley is one of the N64's most underrated games, so it is lucky for Gameboy owners that DMA have seen fit to convert it to the Gameboy. Controlling a host of different animals and solving puzzles with platform action mixed in, it could be one of the Gameboy's hottest titles.

Rugrats

BOYZONE

Publisher: THQ Developer: Creations Price: £25

★★★★

Unlike the console versions, Rugrats has a very limited playable content, yet still manages to add a variety of platforming and racing. The platform section appears to be resigned to collecting 'childish' items that have been carelessly scattered randomly about each level. After you have succeeded in accumulating them, you must make your way to the exit and progress to the next level... and so on, and so on. To keep you interested, there is also a racing section which involves clambering aboard a number of different objects, such as boats and mining carts, and racing your fellow 'rats. Although it isn't the most original of titles, it has an endearing quality that will keep you playing for a fair old while.

Tommy, Chuckie, Phil and Lil are the characters appointable for the tasks, and with sagging nappies and gaunt expressions, the memories of that baby oil smell and a big brown shark in the Pampers department are never far from the mind. The levels are often varied and played over various terrain – in the kitchen, in the lounge, the garden, etc. – and packed with hazards to avoid, including dangerous items such as power drills, walking robots and birds.

In the graphics domain, Rugrats harbours some of the best for a Game Boy Color title. The colours are used brilliantly, the characters extremely detailed and each environment has been created with visual pleasure in mind. The same can be said for the music, the opening Rugrats theme tune has been converted as closely to the original as possible – taking into consideration the machine's capabilities, obviously. Pleasant tunes accompany the rest of the action and overall it won't annoy too many commuters.

Rugrats has a lot to offer the Game Boy Color ownership and will undoubtedly delight fans of the cartoon. So put on a clean diaper, find yourself anything that resembles a nipple to suck on and settle down on a rug with this enchanting, youthful adventure.

WIN!

5 GAME BOY COLORS AND A COPY OF THE RUGRATS GAME.

To stand a chance of winning a Game Boy Color and a copy of the Rugrats game, answer the following question:

Name four of the characters in the Rugrats TV series.

Send your answers to Rugrats Competition, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

ZELDA

BOYZONE

Publisher: Nintendo Developer: Nintendo Price: £25

Anyone who played through the SNES game Legend Of Zelda: A Link To The Past, will instantly feel at home in the surroundings of Zelda DX. The game looks very similar, features many similar puzzles and areas, and is of the same level of quality. It even promises the same amount of gameplay as the sixteen-bit classic!

Zelda on the Gameboy was always good but the fact that it is now in colour and has a whole new dungeon added, means that you can experience the magic all over again! There's no point in owning a Gameboy if you don't have this!

MORTAL KOMBAT 4

Publisher: Midway Developer: Digital Eclipse Price: £25

Just when we thought it was safe to venture into our local videogame store, Midway have once again provided us with yet another example of dead horse flogging. The once great *Mortal Kombat* that held the beat 'em-up crown has fallen from grace in spectacular fashion. After instalment after instalment, the fourth version has driven the last nail into the proverbial coffin. The N64 version far from lived up to the preceding hysteria, and anticipation and with the Game Boy Color rendition we have a sad case history repeating itself. Without doubt, there can be no excuses for providing such a poor quality piece of software. The graphics are rubbish and the sound is the most annoying melody of beeps you'll ever hear from a game in the 1990s. And you won't be surprised to find out it doesn't play very well either. Don't even attempt to get a copy of this because you will be very disappointed indeed.

BOYZONE

TETRIS DX

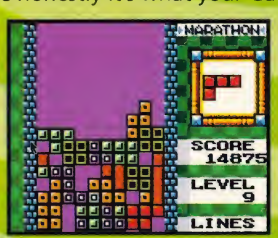
BOYZONE STAR GAME!

Publisher: Nintendo Developer: Nintendo Price: £20

There are some games that are just 'work', older gamesplayers cannot speak of *Super Mario Kart* on the SNES without some form of moisture situation developing from the tear ducts. Whilst Tetris hasn't quite been elevated to that status there are many people who feel that it is an indispensable title for the Game Boy.

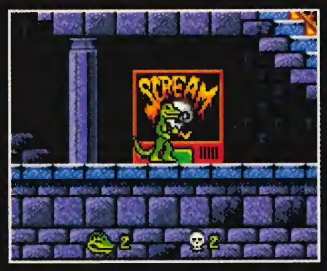
Thankfully, the Game Boy Color now has a version to call its own. You know how it works, you are familiar with the simple addictiveness of Pajitnov's perennial favourite and it's all here with a few tweaks such as a time trial mode and a time attack game, and a rather funky versus mode. These options are undoubtedly welcome additions but there more often than not, you'll find yourself just playing the game in the original mode simply because it's the way you have always played it.

In a world of innovation and constant search for graphical loveliness it's good to see an old favourite not being tampered with too much in favour of pure and unadulterated fun. There's no other game like it, and quite honestly it's what your Game Box Color was made for. Get it now!



GEX: ENTER THE GECKO

Publisher: Crystal Dynamics Developer: Interplay Price: £25



Our lizard friend has made several successful stabs at computer game stardom, firstly on the 3DO, then the PlayStation and finally the N64. Now it's the turn of the Game Boy Color to enjoy the company of the 'people's lizard'.

There's little doubt that the colour, graphical prowess and sound effects give the Gex games their commerciability, as our lizard-friend oozes charm whilst dwelling in worlds that are nearly as bright and colourful as Mario's. Obviously, your Game Boy Color cannot possibly attain such visual and aural standards, that said however, Crystal Dynamics has made a fair stab at porting the little fella to your favourite handheld – graphically at least. Enter the Gecko is certainly one of the better looking titles to have recently appeared on the Game Boy Color.

Nevertheless, that is where the praise ends. We have come to expect more and more from the Game Boy (and now the colour incarnation) and whilst it offers a wealth of colours (what are the odds?) we still expect playability from our games. Unfortunately for Gex, after the 'wow it looks good factor' wears off you are left with a dull platformer that doesn't offer anything new and worse still, fails to interest the player by being so 'run of the mill' that you'll probably never bother to play it after the first few days.

No doubt there will be many who will willingly hand over the £25 asking price for this bog standard game – however, I would strongly advise that you keep your hard-earned cash firmly in your pocket.

BOYZONE

WARIO LAND 2

BOYZONE

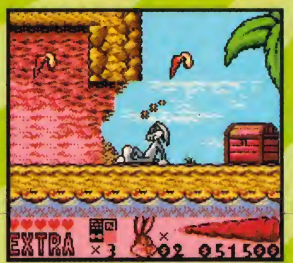
Publisher: Morning Star Multimedia Developer: Hasbro International Price: £25

Wario, the well known and angry-looking adversary of the plump moustached one, gets his own platform adventure in the form of Wario Land 2. Taking the persona of this popular villain, you must traverse through many torturous levels of coin-collecting and enemy bashing. He has at his disposal an arm ram – very useful for disposing of the enemy – and a jump manoeuvre. Playing in a none-too-dissimilar way to conventional platformers, all Wario tends to be aiming for is a large pot of gold and the exit of each level. He can run, jump and swim and as you progress through the many levels on offer, the difficulty will noticeably increase. Point scoring is the aim of the game and with a host of hidden areas and sub games, there is every reason for it to keep you coming back for more each time. Graphically, it is stunning, musically it is, well, Game Boy, and in terms of playability it is a fine example of Nintendo's brilliance. Not bad if you like that sort of thing.

BUGS BUNNY

Publisher: Midway
Developer: Digital Eclipse
Price: £25

The arrogant 'wabbit' with the cunning disposition and quick feet has long since been a favourite with the younger members of society, his intelligent approach to all manner of situations along with plenty of smarm and charm have enchanted thousands of people world-wide, and now his Game Boy Color appearance looks likely to do the same – only on a much smaller scale. Bugs Bunny: The Videogame is more or less the same as many platform adventures that have preceded it. Control a big rabbit holding a big mallet, in a huge Technicolor™ world and let it run around, over a series of different levels, collecting carrots and attacking a multitude of Yosemite Sams. It plays really well and will make your train journey literally fly by. Graphically, it is definitely at the top end of the Game Boy Color scale and musically it offers a nice selection of loony tunes. Infogrames have done good!



BOYZONE

A BUG'S LIFE

Publisher: Disney Interactive Developer: Tiertex Price: £25

Working hard all day and all night, running scared from size 10 feet and being murdered with hot water – it sure is A Bug's Life!

Unless you've been living with a paper bag over your head (which some of you might from what we hear!) then you will have heard of the new movie from the creators of *Toy Story*, A Bug's Life. Pixar and Disney have done the computer animated marvel thing again with a tale all about a bunch of ants and grasshoppers. Of course no movie is complete without a game to go along with it, and this is the Game Boy Color offering.

OK, it's a side-scrolling platform game so no surprises there and these usually fall into the decent or dire categories. Sadly, this one is dire with a capital D! Each level is incredibly simplistic with just the odd toadstool to jump over and enemy to avoid. The platform levels are mixed in with mini-games that don't look much better. One gave you the exciting task of harvesting as much grain as you could in a few seconds – hardly gripping stuff.

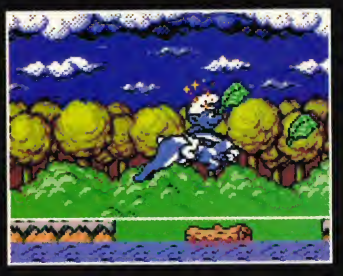
With the gorgeous graphics from the movie to work with, I'm sure the game's developers could have come up with something a bit more special than this. It has the characters from the movie, but that's where the similarity ends. Very disappointing cash-in.

BOYZONE ★★★

THE SMURF'S NIGHTMARE

BOYZONE ★★★★

Publisher: Infogrames Developer: In-House Price: £24



Where are you all coming from? From Smurfland, where we belong!' Ahhh, it brings back many memories of a misspent childhood. Now I can relive them all with the new Infogrames game!

The Smurfs is a strange cartoon. It's been around forever, originating from Belgium of all places, and it's one of those cartoon phenomenon that seems to rear its cutesy head every five years or so. In the eighties we had national petrol stations giving away Smurf figures, then came the Father Abraham's song, now in 1999 we have a new platform game!

OK, so I know the Game Boy doesn't need another platform game – 90% of the games must be in this style! Infogrames have done a great job on The Smurfs' Nightmare though, so it deserves to be played. The graphics are chunky and well coloured with nice big sprites and cool animation. It's not all just side-scrolling leaping around either, there are sub-games where you get to race rabbits, punch presents – all kinds of weird and wonderful Smurf-like things! There's a wide variety of enemies and power-ups dotted around each level too, so you're not going to get bored of playing this in a hurry.

With the theme tune playing along in the background, and all kinds of characters to interact with, The Smurfs' Nightmare will make a welcome addition to anyone's handheld collection.

MEN IN BLACK

BOYZONE ★

Publisher: Men in Black Developer: Crystal Dynamics Price: £25

Oh deary, deary me... do you remember those 8bit days of Commodore, Spectrum and Amstrad computers? If you do then you'll have sampled more cack movie and TV show tie-ins than anyone really ought to be allowed. Men In Black is so standard and ill-thought out that you would be forgiven for thinking that this game harkens back to the bad old days of Ocean's feeble attempts to sell cruddy games on the back of a successful licence. It really is that awful, you know the score; side-ways scrolling, lots of aliens to shoot at until you tire of such monotony (which won't be long).

Men In Black is so dull you'll kick yourself if you buy it, in fact if you buy it we'll be round to your house to give you a kicking – you have been warned!

SYLVESTER AND TWEETY

Publisher: Infogrames
Developer: Warner Bros Int.
Price: £25

This style of game was all the rage back in the 8bit days of the Spectrum and Commodore 64 with games like *Head Over Heels* and *Knightlore* taking the crown. They work by creating a world in 3D in which the characters move around in diagonal directions. It's simple enough for a Game Boy to cope with, while giving players a welcome break from the usual game styles we've come to expect.

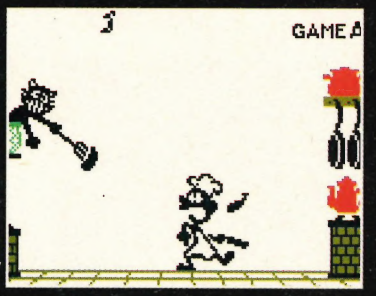
The puzzles in Sylvester and Tweety are a little on the simplistic style though: there's a dog blocking you way, so find a bone and give it to him. Sylvester can't climb high enough, so find a chair and use that – that kind of thing. This makes the game perfect for younger players.

The graphics could have made better use of the colour in the new Game Boy, but that's about the only moan. Otherwise, I recommend this to all younger players who fancy a different kind of adventure.

BOYZONE ★★★★

GAME & WATCH 2

Publisher: Nintendo Developer: Nintendo Price: £25

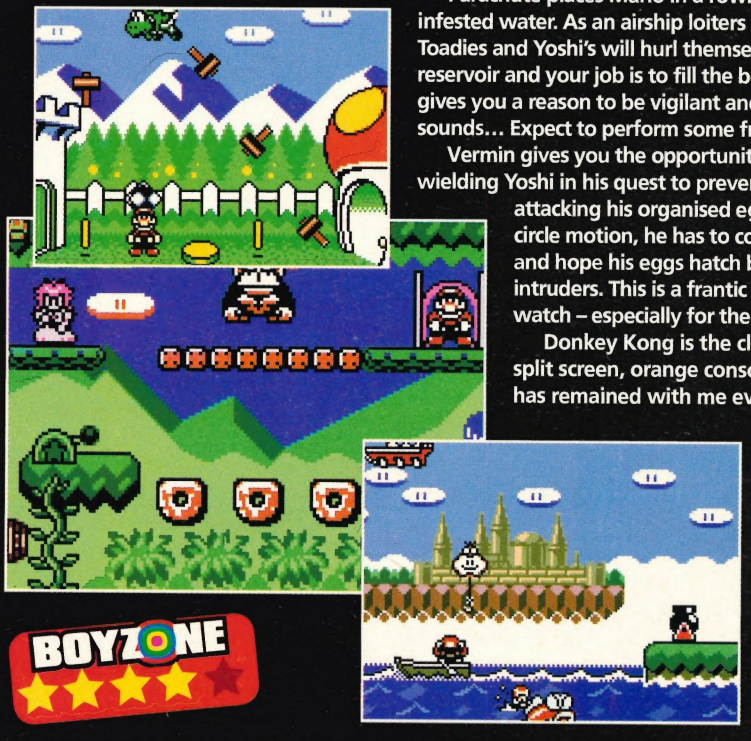


We all remember those hand held Game & Watch units from the early eighties – don't we? The little compact consoles that everybody used to get for Christmas that featured some of Nintendo's most loveable characters. The Mario versus Donkey units that always had us undertaking the role of the fat Italian against the big bad ape. Well, the Game Boy Color welcomes yet another opportunity for us to ride the joyous gaming plains of time gone by with another Nintendo compilation of those monochrome classics. Game & Watch 2 features another five games that once appeared on the hand held system all those years ago. The classic games are not the only ones available to you, accompanying each is a modern full colour rendition of each which actually suggests there are ten games in all.

The games are a varied sort, but each feature heroes of Nintendo: Mario, Donkey Kong, Yoshi and even the Princess.

Chef sees the princess as a frying-pan-wielding cook working between the troublesome duo of the brothers Mario and Luigi. She has to catch 'tossed' food from the Italians, cook it, and then feed it to the hungry Yoshi. This continues until the loveable dinosaur lays an egg and births a baby Yoshi. Its very playable and highly addictive.

Helmet sees you undertaking the role of Mario in an unlikely and surely preventable plight. The plump plumber is faced with all manner of falling objects (strategically hurled from the sky by an unusually aggressive Yoshi) intending to collide with our hero. You guide Mario through this hazardous bombardment from one door to another whilst treading on a mechanism to unlock both each time. Again it is all very playable but somewhat pointless when you analyse the situation.

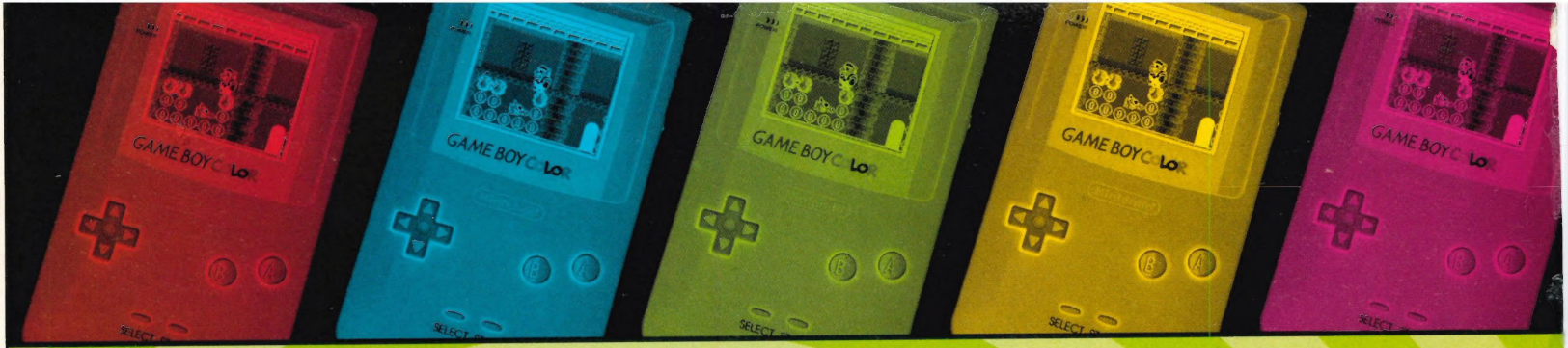


Parachute places Mario in a rowing boat, floating upon shark infested water. As an airship loiters above, hordes of sky diving Toadies and Yoshi's will hurl themselves at the hazardous reservoir and your job is to fill the boat and save their skins. It gives you a reason to be vigilant and is by no means as easy as it sounds... Expect to perform some frantic 'Oar' action.

Vermin gives you the opportunity to play a motherly, mallet-wielding Yoshi in his quest to prevent all kind of vermin from attacking his organised egg formation. Moving in a full circle motion, he has to combat attacks from all sides and hope his eggs hatch before they are soiled by the intruders. This is a frantic game that is great fun to watch – especially for the expressions on Yoshi's face.

Donkey Kong is the classic of the five – I had the split screen, orange console when I was a youth and it has remained with me ever since. This is the real 'hero gets the girl' scenario that pits you (as Mario) against the barrel-throwing Donkey Kong. Steel girders are your platform, barrels are your hazard, and the princess is your prize. This is the best of them all and it is worth getting the compilation for this game alone. Oh what fun!

BOYZONE ★★★★



BOYZONE TIPS

A BUG'S LIFE

To help you along in your epic Disney adventure we have this bunch of cool codes.

Level
Password
Level Two
9LKK
Level Three
BL26
Level Four
5P9K
Level Five
6652
Level Six
BKK2
Level Seven
2PLB
Level Eight
6562
Level Nine
L59B
Bonus Level
BL26

GAME & WATCH GALLERY 2

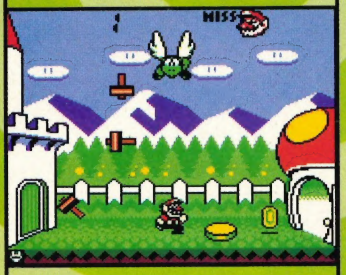
Lots of games in one package! What more could a Game Boy gamesplayer want? Oh, some cheats to do along with it. Here goes...

UNLOCK SOUNDSTATION

There's a special soundstation hidden away inside the game. To unlock it you must collect six stars and have a chat with Toad. He will ask you if you want to use it.

UNLOCK THE HIDDEN BALL GAME

There's an extra game to select from the main menu once you have picked up 15 stars. To get a star you must earn yourself at least 200 points. There is a maximum of five stars per setting.



PLAY AS WARIO IN THE HELMET GAME

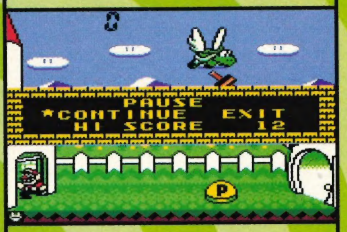
Fed up with playing the game as boring old Mario? Well Mario's arch enemy can be used instead. Simply get to the Game Over screen before you have scored 100 points and then select Retry. Wario will march onto the screen instead of the plumber.

OPEN THE MUSEUM

The museum section of the cartridge can be accessed by collecting ten power stars. To actually see a game in the museum you must have at least one thousand points! You'd better get playing!

BORDER CHANGE

A simple one this, and nothing particularly spectacular, but if you press the B button while the game is paused or on the Game Over screen you will change the pattern in the border of the window! Nice touch.



GEX: ENTER THE GECKO

Here's a bizarre cheat if I ever saw one! In the Game Boy Color version of Gex: Enter The Gecko you can actually turn the Mona Lisa paintings on or off. Don't ask me why you'd want to, it's just that wild and wacky Gex sense of humour. To do this you must go to the level right from the starting point in the game. Search around until you find a doorway with a bookcase next to it. Use Gex's tail to flick the bookcase and the books will retract to reveal a secret switch. Use his tail again to flick the switch and then use a super jump to reach the Mona Lisa above the bookcase. You will be given the option to turn her on or off!

MEN IN BLACK

They are your first, last and only hope and they make yet another side-scrolling beat 'em-up on the Game Boy Color! Here are a bunch of interesting things you might not know...

LEVEL SKIP

If you enter your password as 2409 and then start another game you can now skip over to the next level by pausing the game then pressing ß. That should get you through the tricky bits!

HOW TO FLY

On the password screen, enter the code 0601 and you will be given an error message. Now press the s button to go back to the command centre screen. Now when you start playing the game stand still and press ß + 8. Your character will soar into the air and fly! You can control him in the air with 4 and 6. You can land by pressing 2 + ß.

MEGA BLAST!

With the code entered to fly, play the game as usual and hold down the ß + A buttons. A lightning symbol will appear next to the lives counter. Get ready for a mega blast now. Pressing the Shoot button will make it feel like the Earth is coming to an end!

PASSWORDS

Level & Password
Level Two: Manhattan 2710
Level Three:
Sewer System 1807
Level Four: Aerodome 0309
Level Five: Rooftops 2705
Level Six: Woods 3107
End of Game 1943

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